100% UNOFFICIAL!

NO.1 FOR EVERYTHING POKÉMON!

POKÉMON WORLD™

ISSUE 71

DIAMOND & PEARL

HINTS, TIPS, CHEATS!

THE LEGEND OF ZELDA® Phantom Hourglass

CAN LINK SAVE ZELDA THIS TIME?

WIN!

SONIC & IRON MAN DVDS, A DS & GAMES!

GAMES TRADING CARDS TIPS COMPOS

ISSUE 71 £3.99

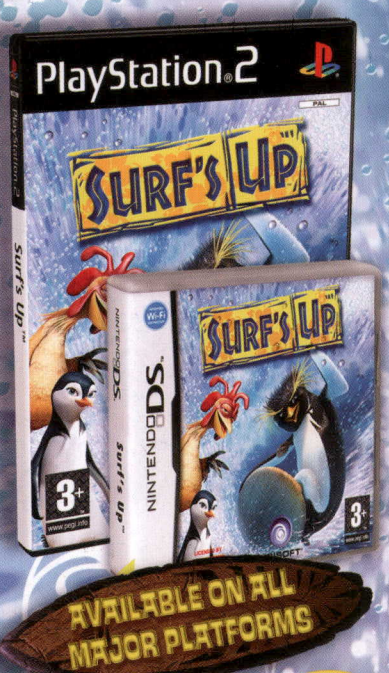
9 771471 610029 71

SURF'S UP™

THE VIDEO GAME

GET IN THE WATER!

SEE THE MOVIE, PLAY THE GAME!



AVAILABLE ON ALL MAJOR PLATFORMS

www.surfsupgame.com
www.surfsup.com

3+ www.pegi.info

ask about games .com

PlayStation.2 PSP PLAYSTATION 3 NINTENDO DS. GAME BOY ADVANCE Wii XBOX 360 PC DVD ROM MOBILE VERSION gameloft.com

UBISOFT

COLUMBIA PICTURES sony pictures animation

Surf's Up TM & © 2007 Sony Pictures Animation Inc. All rights reserved. Game Software excluding Sony Elements. © 2007 Ubisoft Entertainment. All rights reserved. Ubisoft, Ubi.com, and the Ubisoft logo are trademarks of Ubisoft Entertainment in the U.S. and/or other countries. "PS" and "PlayStation" are trademarks or registered trademarks of Sony Computer Entertainment Inc. All rights reserved. Microsoft, Xbox and the Xbox logos are either registered trademarks or trademarks of Microsoft Corporation in the U.S. and/or in other countries and are used under license from Microsoft. Nintendo, Wii and Nintendo DS are trademarks of Nintendo. All other trademarks are the property of their respective owners.

BOO! THAT SCARED YOU, DIDN'T IT? HAPPY HALLOWEEN POKÉMON WORLD READERS! HOPE YOU HAVE FUN WHEN TRICK OR TREATING ON 31ST OCTOBER! BUT REMEMBER... PLAY SAFE! THERE'S LOTS OF GREAT POKÉMON STUFF PACKED INTO THIS ISSUE... SEE OUR REPORT FROM WORLDS 2007 IN HAWAII AND PICS FROM THE SUMMER DAY CAMP TOO! PLUS SOME GREAT GAMES REVIEWED. ENJOY!

SUBSCRIBE!
TURN TO PAGE 11 OR GO TO WWW.POKEMON-WORLD.CO.UK!

The stars are out in force on page 44 for the Worlds 2007 PTCG finals!

Zelda needs your help once more. Go to page 19 to see the new DS game!

Want help filling your Pokédex in *Diamond* and *Pearl*? Get on over to page 21!

4. Mew's News
Pokémon Summer Day Camp pics!

10. Pokéchat
More stuff that you've written!

12. Pokémon Fan Fiction
A story by our Pokémon Ambassador.

16. Videogame Island
More previews and reviews for you.

21. Diamond & Pearl Masterclass Part 3
Lots of expert advice.

34. Ask Professor Yew
The prof gives some great tips.

35. Pika-Pics
And now it's time for the gallery.

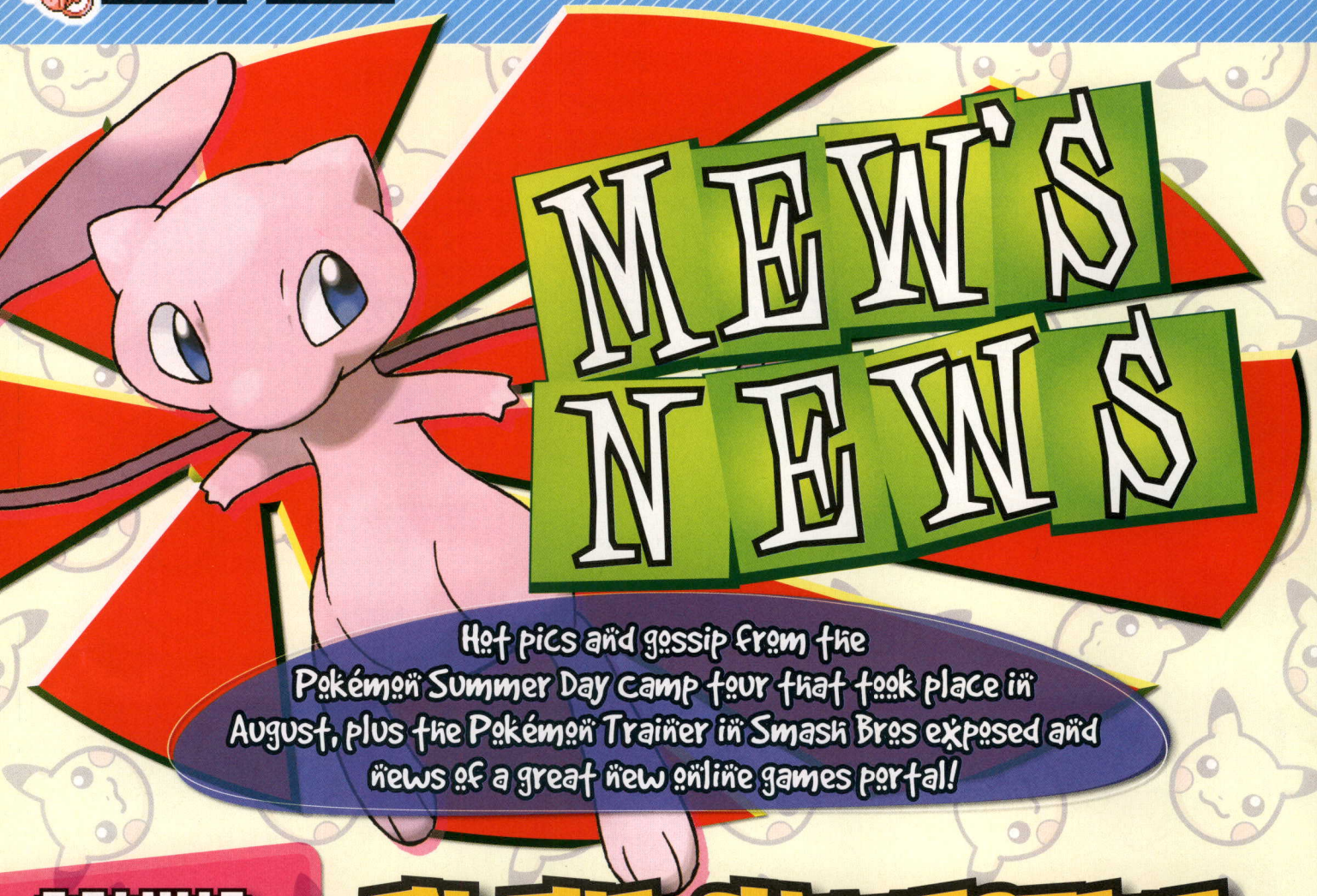
38. Design A Monster
Arrgghh! Scared?

40. PokéPuzzles
Test your brains with us!

44. Pokémon Trading Card Game
We travel to Worlds 2007 for you.

50. Monster of the Month
We just love monsters here!

GET IN TOUCH!
Pokémon World, Richmond House,
33 Richmond Hill, Bournemouth, BH2 6EZ
pokemonworld@imagine-publishing.co.uk



MEW'S NEWS

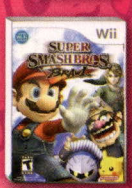
Hot pics and gossip from the Pokémon Summer Day Camp tour that took place in August, plus the Pokémon Trainer in Smash Bros exposed and news of a great new online games portal!

COMING SOON...

Pokémon Battle Revolution
Wii, UK release, 7 December

Pokémon Mystery Dungeon: Time Exploration Team and Darkness Exploration Team
DS, Japan release, 13 Sep

Secret Wonders Trading Card Game Expansion
November



Super Smash Bros. Brawl
Wii, UK release, 3 December

IN THE SUMMERTIME...

Did you get down to Toys 'R' Us this summer for some Pokéfun?

It may have been raining for most of it, but it sure was a hot summer for Pokémon as Nintendo and Cartoon Network put on a mammoth tour of Toys 'R' Us stores around the country. The Pokémon Summer Day Camp ran from 4-26 August taking in 20 major towns and cities and was visited by almost 40,000 Pokémon fans.

The queues at each venue stretched right around the block as gamers clammered to get their hands on not only the new DS adventures, but a special demo of the Wii Pokémon fighting game *Battle Revolution*! Everyone who turned up and filled in a Summer Day Camp Trainer card was rewarded with a free goodie bag containing stickers, posters and special offers for Toys 'R' Us, plus there were prizes on offer for winning games of

There were large queues around the block at Toys 'R' Us stores this summer, and it wasn't the special offer on buckets and spades that the crowds were after!

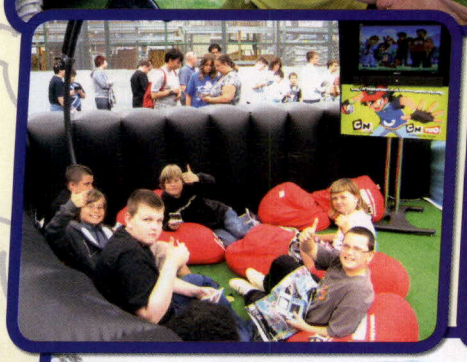
Pokémon SUMMER DAY CAMP

Battle Revolution! For those who brought along their DS there were **Wi-Fi hotspots for battling and trading Pokémon** with other players. Then there were dressing-up competitions, balloon models and the all-important download! Many Pokémon fans came along because this was one of those rare events where Nintendo allows gamers to **download a ultra-rare Pokémon** into their Pokédex. Mew was available for all those with a game and a hole in their Pokémon collection!

When it comes to dressing up as your favourite Pokémon, it seems that Pikachu is still the number one choice!

The Pokémon Summer Day Camp really did appeal to Pokémon fans of all ages. The under eights loved the dressing-up competitions, and Pokémon World went along to its local Poole Toys 'R' Us to be **greeted by not one, not two, but three Pikachus!** The 12–18 year-olds loved *Battle Revolution* and completing their Pokédexes, of course, while we assume those aged 19 and over probably got dragged along by their brothers and sisters or their Pokémon-hungry kids!

Here at Pokémon World we think that Nintendo and Pokémon Company should organise more of these events as they are obviously really popular with fans and help to keep the Pokémon brand alive and kicking.



Looking like a giant Pokéball, the Day Camp tent could be seen from far away!

Were you there?

Did you manage to get yourself down to the local Toys 'R' Us store back in August for the Pokémon Summer Day Camp? If you did, and you took some photos, why not write in and tell us what you thought of it! The tour took in the following towns and cities...

Glasgow, Teesside, Warrington, Liverpool, Belfast, Derby, Solihull, Oldbury, Coventry, Peterborough, Swindon, Cardiff, Bristol, Southampton, Poole, Oxford, Reading, Brent Cross, Croydon

DOWN THE BOOK SHOP

Here are the new Puffin books in the shops right now...

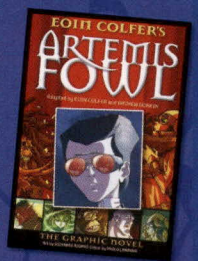
THE WORST WITCH TO THE RESCUE

by Jill Murphy

It's the start of a new term at Miss Cackle's Academy for Witches, and Mildred Hubble is convinced it's going to be the best yet. She has worked hard at preparing a great holiday project. As usual, though, things don't go to according to plan. Will Mildred triumph after all? ◎

ARTEMIS FOWL: THE GRAPHIC NOVEL

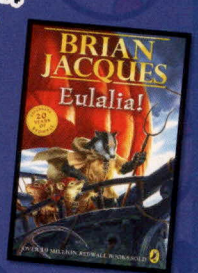
by Eoin Colfer and Andrew Donkin



Conniving in colour for the very first time, Eoin Colfer's award-winning and mega-selling *Artemis Fowl* is brought to life in this stunning graphic novel. With illustrations as wickedly brilliant as the story itself, this hugely anticipated adaptation is certain to be an instant collector's item. ◎

EULALIA!

by Brian Jacques



Eulalia! is the twentieth instalment in the saga, celebrating two decades of *Redwall*! In his unique and ever-popular style, Brian Jacques combines action, poetry and song to create a vivid animal adventure that'll captivate *Redwall* fans new and old alike. ◎

alaplaya-ing around!

New online gaming portal launches aimed at kids like you!

If the last year in gaming has taught us anything, it's to expect the unexpected. The global success of the Wii has been because Nintendo makes 'games for non-gamers' and, with this in mind, a new online games portal has just been launched, alaplaya.

Over 20,000 users signed up to alaplaya in the two-week beta trial, meaning its creators, Burda:ic, had to push the live launch forward to cope with demand. The big difference with alaplaya is in the design. Manga anime has never looked so good, with weird and wonderful games to match. Players can kit out and customise their avatars, depending on the games they play and the points they accrue. Community is a big factor too with alaplaya – users are encouraged to interact and hang out with each other online.

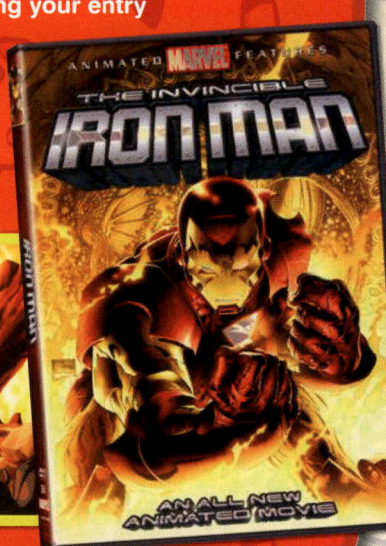
The games appeal to all levels, from beginners to hardcore gamers and are easy to play, but hard to master so there are plenty of challenges along the way. You can either get competitive and

WIN IRON MAN ON DVD!

Marvel animated action superhero releases on 8 October

When Billionaire inventor Tony Stark raises a forgotten city he awakens unspeakable evil, and to battle the mystical and ancient underworld forces he must become *The Invincible Iron Man*. If you're a fan of Marvel comic books or just love a good animated action movie then *The Invincible Iron Man* is for you! This new DVD is packed with special features too – an alternate opening sequence, a feature on the origin of Iron Man, the Hall of Iron Man Armour, Iron Man concept art and a feature looking at Dr Strange.

We have managed to get a bunch of copies of the new DVD to give away to Pokémon World readers. All you have to do is send an email to pokemonworld@imagine-publishing.co.uk or post it to the usual address making your entry 'Iron Man Compo'. We'll have a lucky dip and post DVDs out to the winners! ◎



Competition Rules

1. All entries must be received by 14 November 2007 2. There is no cash alternative and actual toys may vary from those shown. 3. The publisher's decision is final and no correspondence will be entered into. 4. No employee of Imagine Publishing Ltd, Crispy Chicken Publishing or any company with products on offer within this competition is eligible to enter. 5. Only one entry per person, per competition. 6. By entering, competitors agree to be bound by the rules and requirements of the competition. 7. You may be sent news about products and opportunities from related companies. If you do not wish to receive such information, please indicate as such on your entry.

challenge others to a dance-off on *Audition* – which, in Asia has an incredible 300 million-strong user base already. Keep up your cyber fitness with *Fantasy Tennis*, or go on a go-karting adventure with *Come On Baby*.

Like all the best web 2.0 sites, alaplaya gives you the chance to virtually hang out with other players through chat rooms, forums, notice boards and through instant messaging. On *Fantasy Tennis*, for example, users can spend time customising their own house and garden or even go fishing.

So, for those who feel we didn't get a summer this year, escape to the greatest online beach party without leaving home at www.alaplaya.eu!

Pokémon Episode Guide

#243 – Hocus Pokémon

Have you ever seen a Pokémon Sorceress? Well, as it's Halloween this month we thought we'd find an episode of *Pokémon* with a spooky magic theme! On their way to Blackthorn City, Ash and Co stumble upon Lily, a sorceress with a large magic book of Pokémon potions. She tries to impress the gang with a spot of magic, but when Team Rocket turn up, chaos soon ensues, leaving Ash quite yellow!

Lily wears a witch's hat for casting her special Pokémon spells and it happy to find a Pikachu!

Ash thinks the idea of Pokémon magic sounds amazing, he can't wait to see some!

Lily promises Misty a spell to give smooth and beautiful skin. Just what she's dreamed of!

You have got to be careful with this Pokémon magic – if it goes wrong, it can be disastrous!

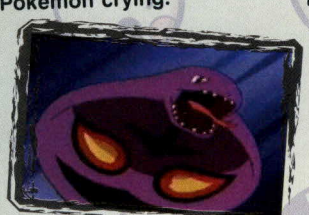
Just as Lily is collecting ingredients for her spell, Team Rocket appear in a balloon and grab the book.

Another ingredient for the spell is a tear from Aipom, but Team Rocket find it hard to make it cry!

Jessie tells Aipom a story about her past, in an attempt to get the Pokémon crying.

It doesn't work, though, and it's not long before the others arrive to recapture the spell book.

Aipom finds the fact that Team Rocket's balloon bursts very funny, and cries a tear of laughter!



Jessie attacks Lily with her Arbok. The Pokémon uses its Poison Sting, then Lily uses her Murkrow.

With Team Rocket seen off, the spell can be completed with a Thunderbolt from Pikachu.

But it goes wrong and turns Ash into a Pikachu himself! Oh no – with no reverse spell, will Ash be like this forever?

Have you seen this episode? Tell us which is your favourite!

Pokémon Diamond Version Pearl Version Character Profile

Mira

You will first encounter little Mira when you enter the Wayward Cave. She is lost and needs to be helped to the exit. She is one of seven characters who join up with you for events. She will help you when you enter the competition at Sinnoh's Battle Tower. She prefers to use support moves like Flash.

WHAT'S ON TV?

SKY TWO

POKÉMON ADVANCED

Every day, 5.10am, 8am

So what can you expect from the episodes of *Pokémon Advanced* this month? Well, Ash and the gang come across a mysterious pond while on their travels, then Ash hatches a plot with Team Aqua and Team Magma to steal a rival trainer's secret base. Meanwhile, May and Jessie look forward to getting a Beautifly.

CARTOON NETWORK

BEN 10

Every day, 8am, 1pm, 5pm

Catch new episodes of *Ben 10* on Cartoon Network. It's also a great chance for you to swot up on the show in time for Christmas, which is when the DS game of the series will be released.

LET'S DO LUNCH!

American cheesy snack gets in on the Pokémon action!

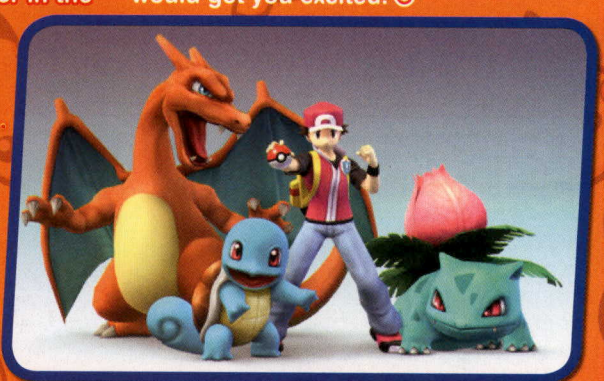
If you're planning a trip to the States soon and find yourself peckish, then get yourself down to the local 7/11 (convenience store) and grab a pack of LunchMakers! Pokémon USA has partnered up with the cheesy snack to promote *Pokémon Diamond* and *Pearl* to hungry Americans. There's an instant win game on the pack where you could win an all-expenses-paid trip to the Pokémon Center in New York, plus Nintendo DSs, games, strategy guides and backpacks! Okay, so chances are you won't get over to the States, but check out the website that has been set up to go with the promo – www.lunchmakersgame.com – there's cool wallpaper, printable games and buddy icons to be had!

pokemon trainer in new smash bros game

More details of Wii beat-'em-up revealed!

Nintendo is slowly leaking out tidbits of information on their Wii beat-'em-up *Super Smash Bros Brawl*. It now appears that an extra character in the game is a Pokémon Trainer!

Just like all trainers, this guy doesn't actually do any fighting himself, instead he uses three Pokémon to do the dirty work – Charizard, Squirtle and Ivysaur. There's a special move called Pokémon Change that allows the player to swap between Pokémon mid-battle and the trick is in using the right Pokémon at the right time to defeat your brawling opponent. Next issue we'll have lots more on this great new game, including screenshots of Deoxys in action... we thought that would get you excited!



POKÉMON WORLD

SPIDER-MAN™
FRIEND OR FOE

Download the demo now at www.FriendorFoeGame.com and Xbox Live™

YOU WON'T BELIEVE WHO'S ON YOUR SIDE!

TEAM UP *with friends in 2-player* ***CO-OP*** *gameplay.*

DEFEAT *famous* ***VILLAINS*** *and turn them into* ***ALLIES.***

Enjoy ***FUNNY TWISTS*** *on famous* ***BIG-SCREEN*** *moments.*

7+ www.pegi.info

PlayStation 2 | PSP PlayStation Portable | XBOX 360 | Wii | NINTENDO DS. | PC DVD ROM | Games for Windows | ACTIVISION

Spider-Man and all related characters and certain elements: TM & © 2007 Marvel Characters, Inc. Spider-Man, Spider-Man 2 and Spider-Man 3 movie elements: © 2002, © 2004, © 2007 Columbia Pictures Industries, Inc. All rights reserved. Game elements: © 2007 Activision Publishing, Inc. Activision is a registered trademark of Activision Publishing Inc. All rights reserved. "PlayStation", "PLAYSTATION" and "PSP" are registered trademarks of Sony Computer Entertainment Inc. All Rights Reserved. PSP® system - Memory Stick Duo™ may be required (sold separately). NINTENDO DS, Wii AND THE Wii LOGO ARE TRADEMARKS OF NINTENDO. All rights reserved. Microsoft, Xbox, Xbox 360, Xbox LIVE, and the Xbox logos are trademarks of the Microsoft group of companies. Microsoft, Windows, the Windows Vista start button, Xbox, Xbox 360, and the Xbox logos are trademarks of the Microsoft group of companies. All other trademarks and trade names are the properties of their respective owners.

COLUMBIA PICTURES | SPIDER-MAN WEB OF SHADOWS | MARVEL

activision.com

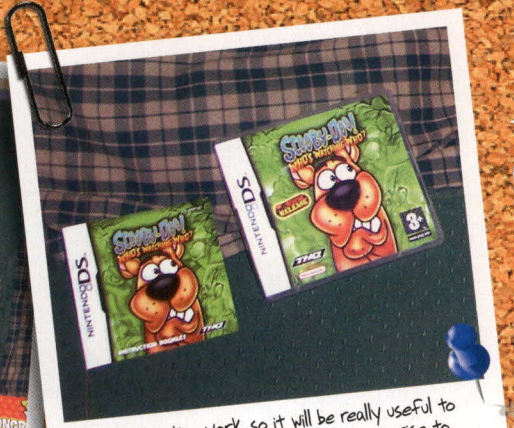
POKÉCHAT

How do you make a Pikablu?

Make a Pikachu hold its breath!

From Matt Rooney, Barking

Hi, William Bednall here, I'm really pleased about my prize, it came through just before we were going camping and I was able to play the game on holiday. I also do



bits of TV acting work so it will be really useful to take with me then. It was a really nice surprise to receive the Scooby Doo game as I love Scooby Doo.

Here's a review of Pokémon Pearl by our Pokémon Ambassador, Jenna Crosbie...

Pokémon Pearl is amazing! I have been playing it since July and I am now completely addicted. The first thing that hits you is the 3D buildings and trees. They give the game an impressive look and are a great way to start the game off.

Another thing I quickly noticed was the size of everything on the screen. After comparing Pearl to my sister Tessa's Fire red game, Pearl looked like it was under a magnifying glass. Everything looks so much bigger!

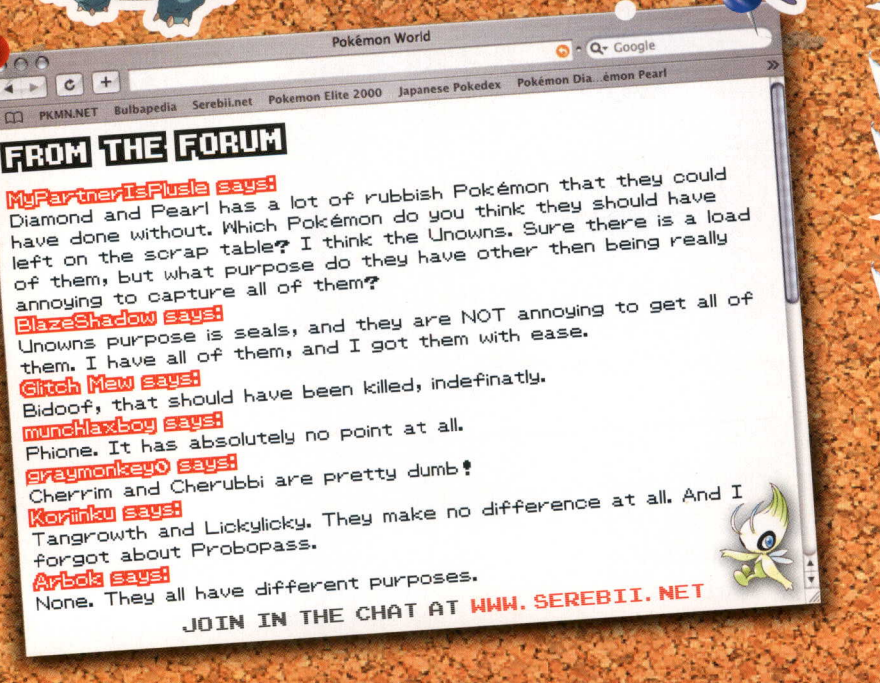
In general, I found two-screen battles easy to get into, and I quickly got the hang of them. But my favourite parts of Pokémon Pearl were the new Pokémon and the new moves in the game. It's really exciting because you never know when brand new Pokémon will pop up! My favourite new Pokémon are Luxio and Monferno and my favourite move is 'mean look' because it stops Pokémon running away when you want to catch them.

As usual, completing your Pokédex is the main objective of the game, and my advice for this is to battle all the trainers you see, as they often have new Pokémon to add. Also, it's worth exploring places carefully, as there are many hidden items and trainers to find.

The only thing I'm not sure about is that the Pokétech can be rather dull. Maybe it could be improved by naming the places on the maps and making it more colourful.

Overall, though, I think Pokémon Pearl is definitely a must-have for Pokéfans everywhere!

From Jenna Crosbie, Pokémon Ambassador



FROM THE FORUM

MyPartnerIsPlusle says:
Diamond and Pearl has a lot of rubbish Pokémon that they could have done without. Which Pokémon do you think they should have left on the scrap table? I think the Unowns. Sure there is a load of them, but what purpose do they have other then being really annoying to capture all of them?

BlazeShadow says:
Unowns purpose is seals, and they are NOT annoying to get all of them. I have all of them, and I got them with ease.

Glitch Mew says:
Bidoof, that should have been killed, indefinatly.

munchlaxboy says:
Phione. It has absolutely no point at all.

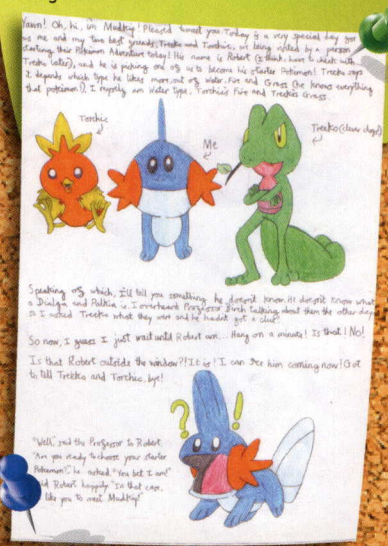
graymonkey0 says:
Cherrim and Cherubbi are pretty dumb!

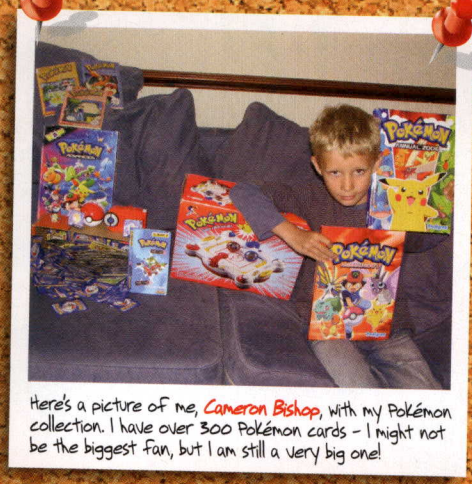
Koriinku says:
Tangrowth and Lickylicky. They make no difference at all. And I forgot about Probopass.

Arbok says:
None. They all have different purposes.

JOIN IN THE CHAT AT WWW.SEREBII.NET

Well done to everyone who entered our 'I Want To Be A Pokémon Ambassador' competition - we had loads of great entries! The winning story from Jenna Crosbie is coming up on page 12 this issue, but what we're going to do is bring you some of the best stories and pictures over the coming issues of Pokémon World, so many more of you will get your turn in the spotlight! This entry below is from Robert Tucker, age ten of Longfield - nice one, Robert!


Yawn! Oh, hi, Mr Meadfoy! Pleased to meet you today is a very special day for me and my two best friends, Treecko and Torchic, as being visited by a person (Treecko talks!), and he is picking one of us to become his starter Pokemon! Treecko says it depends which type he likes most out of us. Water, Fire and Grass (he knows everything that pokemon!). I myself am water type, Torchic's Fire and Treecko's Grass.
Torchic
Me
Treecko (clever dog!)
Speaking of which, I'll tell you something he doesn't know. He doesn't know what a Dialga and Palkia is. I overheard Professor Birch talking about them the other day as I noticed Treecko what they were and he hadn't got a clue!
So now, I guess I just wait until Robert arr... Hang on a minute! Is that I No!
Is that Robert outside the window?! It is! I can see him coming now! I got to tell Treecko and Torchic, bye!
"Well, said the Professor to Robert "Are you ready to choose your starter Pokemon?" he asked. "Yes but I am!" said Robert happily "I'm that can like you to read Meadfoy!"



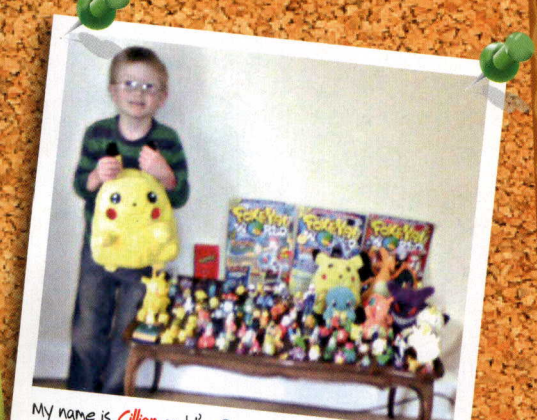
Here's a picture of me, Cameron Bishop, with my Pokémon collection. I have over 300 Pokémon cards - I might not be the biggest fan, but I am still a very big one!

Heard of the low-fat Pokémon?

He was Butter-Free!

From Donald Mathers, Fife

My name is Nathan i am aged 14 from Folkestone and I have just bought issue 69 of your magazine. It was great, I want to get more. I own Pokémon Diamond and have done seven gyms then started a new game. I start with Piplup and when I got some more Pokémon my friend traded me eggs of Riolu, Chimchar and Turtwig. My favourite Pokémon is Lucario. I want to tell people an easy way to get Lucario so here goes... you use Exp Share on Riolu or you put it first in your party and switch it when it gets into fights till it's a high enough level to fight, then give it a Soothe Bell. Every time it is injured don't take it to a Poké Center because that doesn't increase happiness, use medicine on it. Also, walk around a lot, mine did not have Exp Share or Soothe Bell cause I've only done the first gym but it evolved at lv 18!



My name is Gillian and I'm five years old. I love Pokémon! My favourite Pokémon is Pikachu and this is a picture of me and most of my Pokémon toys.

When do you take your Pokémon to the doctor?

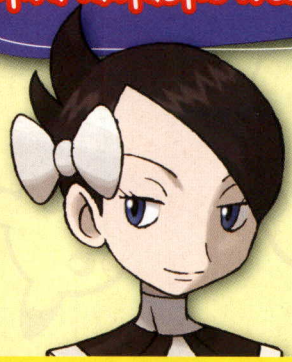
When its bulb is sore (Bulbasaur!)

From Harrison Roberts, via email

Have you got something to say in PokéChat? Your own review of a game, photos of you at Pokémon events, or your own Pokémon Collection? Or simply want to get something off your chest? Write to us at this address:
PokéChat, Pokémon World,
Richmond House, 33 Richmond Hill,
Bournemouth, BH2 6EZ or email:
pokemonworld@imagine-publishing.co.uk

SUBSCRIBE & SAVE!

Subscribe today and get ten issues of Pokémon World delivered to your door with a whopping discount! Every issue comes with a fantastic free gift!



2 EASY WAYS TO SUBSCRIBE

1. Telephone

Order via credit or debit card over the phone, call:

0870 428 1407

Overseas: +44 (0) 1795 412 896

2. Online

Point your browser to:

www.pokemon-world.co.uk

YOUR EXCLUSIVE READER PRICE, ONE YEAR (TEN ISSUES)

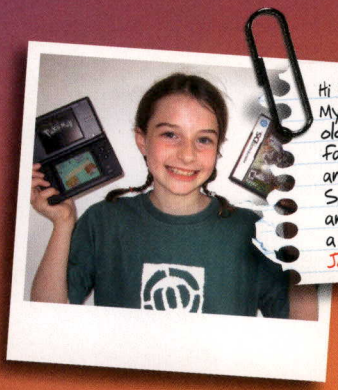
UK – £35 (Save 12.5%) Europe – £37.50

World – £40.00

Code: PAD 071

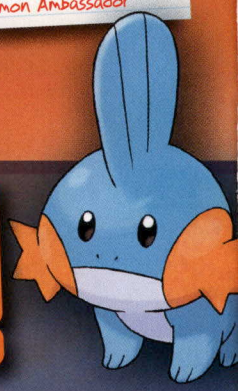
CALL NOW!
0870 428 1407
OR SUBSCRIBE ONLINE
WWW.POKEMON-WORLD.CO.UK

POKÉMON™ FAN FICTION



Hi Pokémon World readers! My name is Jenna Crosbie, I am 11 years old and I live on the Isle of Wight. My favourite Pokémon are Mudkip, Flareon and Aipom. I got the idea of a Pokémon Spy Agency when I was in class one day and I thought it would be good to put in a book. I hope you enjoy the story!
Jenna Crosbie, Pokémon Ambassador

Treasure Adventure!



TAKING A DIP

Mudkip groaned. He had dropped his Pokéagent Spy Glasses into the pond. Not again! He needed them for the spy meeting this afternoon! "Oh well. I shall have to go and get them," he grumbled, and dived into the pond.

He switched to breathing water and swam slowly down, deeper and deeper into the murky depths of the pond. Soon he caught a glint of light in the corner of his eye, just like the sun reflecting off his glasses. Cautiously, he swam towards it.

Sure enough, there were his glasses. Mudkip sighed with relief. "Phew!" he cried, as he blew off some of the sand that had coated the glasses. Then he noticed something else. A bottle with a crumpled piece of paper inside was wedged firmly between two jagged rocks.

"Wow – the Spy Agency would be impressed with that," grinned Mudkip, his eyes shining, "It could be important!"

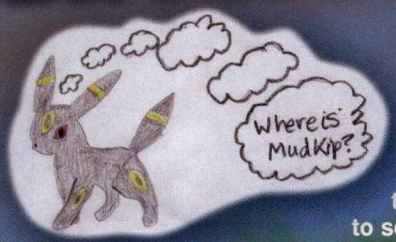
So Mudkip set to work pulling out the bottle. It was a lot harder than it looked. No matter how much he tugged at it, it wouldn't budge. Finally he was so fed up that he felt like leaving! But instead he slipped on his Spy Glasses for extra confidence and gave an almighty HEAVE! The bottle moved a tiny amount.

"Well, if that's how you want it..." Mudkip growled. His fury gave him a sudden burst of strength. In fact, his anger made him twice as strong and in one gigantic pull he managed to get the bottle free. Excitedly, he dashed to the surface and hauled the cork out of the bottle. Mudkip gasped – it was a treasure map. A real treasure map!

LATE AGAIN

Captain Umbreon sighed. Everyone had come to the meeting except Mudkip. "Where is he?" he murmured, tapping impatiently on his desk. Just then, a rather soggy-looking Mudkip burst into the room holding a roll of crumpled paper.

"Sorry I'm late, sir," he panted, "but I have a good excuse this time – look!" He unrolled the map for all to see.



"My goodness, a treasure map!" exclaimed Captain Umbreon. "I never thought I'd say this, but well done Mudkip!" he grinned, taking the map from Mudkip who was still dripping with pond water.

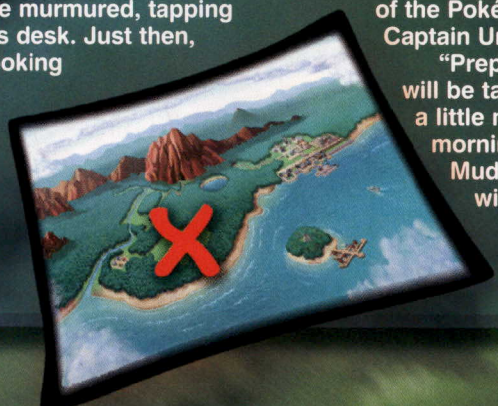
Mudkip spluttered, "We must find the treasure sir, or someone could find it before us and..." he trailed off.

"And what?" replied the Captain, raising an eyebrow.

"And... erm... I don't know, but please sir, please can I go and search for it?" Mudkip begged. He desperately wanted to go on a proper spy mission and become a proper member of the Pokémon Spy Agency.

Captain Umbreon smiled. "Prepare a team. Mudkip will be taking two friends on a little mission tomorrow morning," he announced.

Mudkip glowed with happiness. "Yippee!" he cried, jumping for joy. "I choose,



Remember back in issue 68 we ran a competition to become a Pokémon Ambassador for Pokémon World? It involved writing a story about your favourite Pokémon, and doing drawings to go with it. Well, this is the winning entry!

You can read Jenna's review of Pokémon *Pearl* back on page 10!

erm... oh, I know... Flareon – and Aipom will be coming too."

"Very well. Go and pack your bags, and wipe the sand off your Spy Glasses. Honestly, how did that get there?" replied Captain Umbreon kindly, but Mudkip was already out of the door and zooming off to pack his things.

A ROCKET ENCOUNTER

Soon they were off. Mudkip, Aipom and Flareon. Some of the newest member of the Pokémon Spy Agency (or PSA for short), and some of the youngest, too. Young, though they were, they were off on a big adventure that would, although they didn't know it yet, be the highlight of their lives.

Suddenly Mudkip stopped. He could hear voices! Slowly the three Pokéagents crouched down and peered through some bushes.

Mudkip could barely believe his eyes. It was the three troublemakers who had tried to steal from the Spy Agency!

"Team Rocket," he whispered, narrowing his eyes angrily. He could just about hear their voices.

"Oooh! All we need now is the Diamond and Pearl Bracelet to control the world – I can't wait!" Mudkip presumed the voice was Jessie because of the high-pitched tone. "With it we can control Dialga and Palkia!" the second voice was deeper, so Mudkip thought it must be James.

"Meowth! That's right!" came the third voice. You can guess who this was! Then there was a bit of sniggering and footsteps as Team Rocket walked off.

The three friends were left speechless. "We've got to stop them!" cried Aipom, jumping to his feet.

"Looks like we'll have to abandon this mission," said Mudkip sadly.

"Or maybe not," announced Flareon, who had begun typing something on her laptop, "Look at this, you two." The Pokéagents gathered round. On the screen was a large amount of writing, some formulae and numbers.

"Erm – a translation from science language please, Flareon," said a rather confused Aipom.

"Well, basically, the Diamond and Pearl Bracelet that Team Rocket want could be something to do with this map," Mudkip smiled, "I've got an idea," he grinned cleverly.

OFF THE SCENT

A few hours later the team were in a busy town square. "Hey Aipom!" Mudkip shouted, "I think I've found a treasure map!" he smiled to himself. If shouting this didn't catch Team Rocket's attention then the next thing he had planned would, "It says something about a Diamond and Pearl Bracelet!"

Just as Mudkip had expected, the three ice cream sellers nearby dropped their disguises and revealed Team Rocket uniforms and the team slowly approached Mudkip.

"What was that?" asked Meowth innocently.

"Oh, just this 'ere treasure map. You can have it for ten Pokédollars if you like. It was in this bottle on the street. I expect it's nothing." shrugged Mudkip, holding up the map.

"Okay, here's your ten Pokédollars kid, now give us the map or else," Meowth snarled.

Mudkip pretended to look scared. He took the money, it was fake, of course.

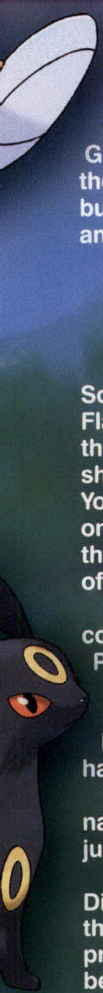
"H, h, here y, y, you g, g, go mister." he said powerlessly. Meowth smirked and walked off. Mudkip smiled and walked off in the opposite direction.

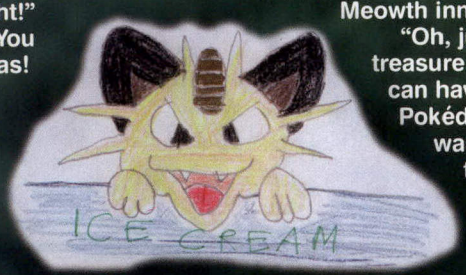
"Hey guys!" Mudkip called to the others.

"It worked?" Aipom asked.

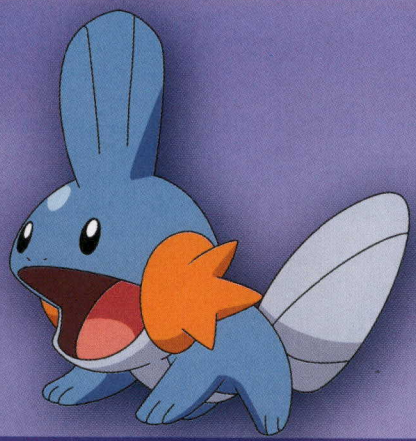
"Yup," replied Mudkip, holding up the real map, "they took the fake. They'll end up walking straight to a police station!" Everyone laughed.

"We'd better get searching, who knows how long it could take to reach the treasure," Flareon advised. The agents nodded and soon they were on their way again.





Pokémon FAN FICTION



CAVE EXPLORING

On the journey following the map Mudkip got more and more excited about what they might find. Was there more than the bracelet? What if they found something even better? He couldn't stop wondering, nor could Aipom or Flareon. They were all hoping to find something very different. Mudkip wanted a game for his Nintendo DS, Aipom wanted a huge Diamond and Flareon wanted a sparkling pearl.

But as the days went on and there was no sign of any of the landmarks on the map, the agents began to wonder if they were lost. Suddenly Aipom, who was up a tree looking around, spotted something.

"Look, a cave! I can see a cave!" he shouted.

Mudkip checked the map, "It says that the treasure is in a cave, let's go and check it out." he said glumly. It was about the tenth cave they had come across that week. He yawned, but walked towards it anyway. Aipom seemed disappointed. "You don't think it is, do you?" he asked Mudkip.

"Is what?" Mudkip asked, clearly very puzzled.

"The treasure cave. The cave on the map."

At Aipom's upset voice, Mudkip put on his biggest fake grin, "Of course I do!" he beamed, "It's just that I'm tired out," he yawned hugely and falsely.

Aipom scampered down the tree. "Really?" he asked.

"Really." Mudkip lied back.

"Aww, Mudkip you're the best." smiled Aipom. "Look, we're there." Sure enough, they were standing in the entrance of a huge, deep, black cave.

"Wow!" exclaimed Flareon.

The three agents tiptoed into the vast cave. Water trickled from the walls and shadows sneaked behind the three terrified spies as they crept further and further into the darkness. The only light came from the lantern that Flareon had lit with her tail. Mudkip shivered, and not from the cold.

Soon they entered a colossal cavern. To Mudkip's surprise there was electric lighting on the walls and ceiling. On the ground were rows of small, flat stone slabs, each with a letter on it. "I don't get it. This makes no sense. Looks, there's a 'H' on that one, and there's an 'I', but they are the only letters I recognise," frowned Mudkip.

Flareon was already looking it up on her laptop, "This isn't English writing, it's old Pokémon cave script."

Aipom suddenly pointed to a boulder, "Look! More writing!"

Flareon walked over, "According to this..." she pointed at the laptop, "...the writing on the boulder says...

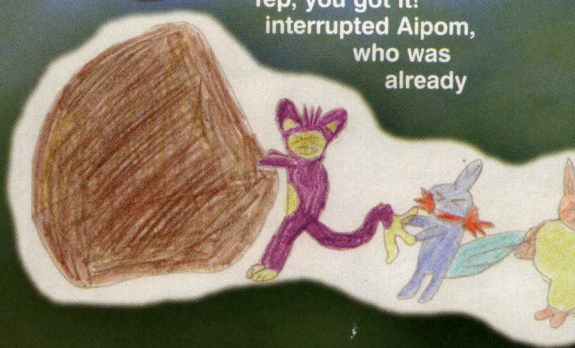
One word true,
Another rejected.
Only the answer,
Shall be selected.
To solve the riddle,
Step on the stones.
Get it wrong?
Crunch go your bones.
To get it right,
Look with your eyes.
Roll me away,
To receive your prize.

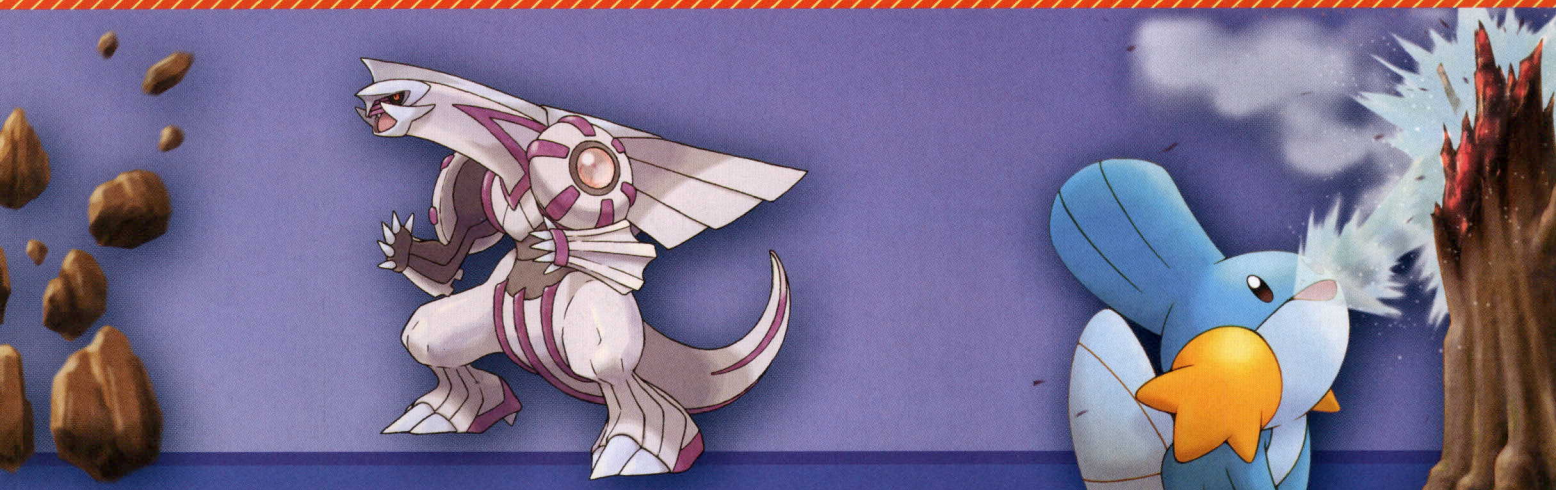
WORKING IT ALL OUT

The three friends were silent for a moment. Aipom, who loved puzzles, realised what to do. "Okay, basically we've got to roll away this boulder, read a riddle and step on the letters of the answer in the right order to get to the other side of the cavern and get the Bracelet.

Flareon nodded, but Mudkip didn't understand. "So," he asked, "If the answer was, uh, chicken, then we have to step on letter 'C', then 'H', then 'I'..."

"Yep, you got it!" interrupted Aipom, who was already





trying to push the boulder away, "C'mon you guys, a little help would be nice!"

With everyone pushing the boulder rolled away quite quickly and soon it had rolled on to a large round rock on the floor. This triggered another boulder to roll across the entrance to the cavern!

"On great, now we're trapped!" moaned Aipom, but Mudkip was looking where the boulder has been. "I think this is the riddle!" he called.

Flareon translated was it said, "The one thing you cannot escape…"

Unexpectedly, the lights went out.

Mudkip began to see things before himself, "What… guys? I, I…" he said down, then lay down, then blacked out!

As things began to get brighter Mudkip could make out two Pokémon. "I am Dialga," said one.

"I am Palkia," said the other, "Free us – it is your destiny, you cannot escape it!" The Pokémon faded and Mudkip woke up. The first thing he saw was two faces – Aipom and Flareon. "I know the answer," Mudkip said quietly.

"What?" asked Aipom softly.

Mudkip got up and trod on the nearby stone with 'D' on it. He found to his astonishment that he could read the old Pokémon script. Next came an 'E', then 'S', 'T', 'I', 'N' and 'Y'. Mudkip had stepped to the other side of the cavern. The lights flickered back on and the boulder rolled aside. The Pokémon friends were no longer trapped. There in the entrance stood Team Rocket. They were drenched to the skin, covered in bruises and Meowth had a black eye.

"Talk about extreme weather – what a downpour!" cried James.

"Yes, and my hair's ruined. I am soaked, it's bucketing it down!" added Jessie.

"Yow!" cried Meowth, "My eye really hurts!"

Aipom folded his arms, "You three definitely smell much better after a shower!" he spat.

"Yeah! You stink at everything!" Flareon shouted.

"Except being losers," mumbled Aipom to himself.

Mudkip took the bracelet from the stand. Everyone stared at him. Two huge statues of Dialga and Palkia rose from under the ground. Mudkip took a deep breath and pulled the bracelet in half. The statues went from grey to coloured. From rock to skin. From dead to alive. From trapped to free. The two legendary Pokémon flew around in delight. A twist, a turn, a forward roll, a backflip – all in the air.

Dialga flew down to Mudkip. "How ever can we repay you?" the Pokémon asked.

"Well, there is one thing…" grinned Mudkip. Then he told them his plan.

"Yee-hah!" cried Mudkip, Aipom and Flareon as they rode on Dialga's back, "We can fly!"

Down below Team Rocket scowled, "We wanna fly too!" they shouted.

"Okay!" bellowed Palkia, aiming a powerful beam at Team Rocket. They flew into the air.

"Aaarrrgghh!" cried James, Jessie and Meowth together!

Mudkip laughed.

"Where next?" asked Palkia.

"Home, sweet, home!" grinned Mudkip happily. In the distance Team Rocket screamed, "We're blasting off again!"

PRIZE GIVING

"And the next medal goes to… Aipom!" announced Captain Umbreon, "…for bravery. And here I have a medal for… Flareon." The Captain was proudly passing around prizes. "And now to… Dialga and Palkia!" there was much cheering and clapping as the four Pokémon received their medals, but Mudkip looked on quite sad – had he been overlooked at the Pokémon Spy Agency again?

"Hush, please," shouted Umbreon, "now for some sad news. I, Captain Umbreon, leader of the Pokémon Spy Agency, am retiring." The hall fell so silent you could have heard a feather floating to the ground. "So I need to find a new captain. Someone who does what is right, who is loyal and well behaved," announced the old Captain. "I choose you, Mudkip!" A huge cheer arose as Mudkip stood before the PSA as their new leader.

It was the best day of Mudkip's life!

THE END

NEW GAMES PREVIEWED AND REVIEWED ON ALL FORMATS!

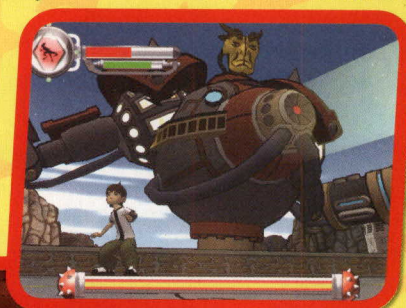
VIDEOGAME ISLAND

BEN 10

PROTECTOR OF EARTH

Console	Wii, PS2, DS
From	D3Publisher
Due out	November

BEN 10 Another exciting Cartoon Network show will make its videogame debut this Christmas, courtesy of D3Publisher – *Ben 10*! The show is an edgy action adventure starring ten-year-old Ben Tennyson who discovers a strange alien 'wristwatch' called the Omnitrix. This 'watch' enables him to transform into different alien beings. He can then take on the unique powers and abilities of these aliens and get up to all sorts of wild adventures! There are lots of elements in the cartoon series that will convert well into a videogame. The wide variety of interesting characters (seen here in the first PS2 screenshots) will keep us coming back for more, for a start! Lots of cool weapons, tricky puzzles and a storyline that fans of the show are just going to love are all coming your way this November – cool!



If you love the Cartoon Network show – then you're going to love this game!

RAYMAN RAVING RABBIDS 2

Console	DS, Wii
From	Ubisoft
Due out	November

Watch out, everyone! The rabbids are about to strike again, and this time it'll be on the Wii and the DS. The creatures invaded the world of Rayman in the last game – this time they have their sights set on Planet Earth! They've even set up a base for themselves in a shopping centre!

You can expect a madcap collection of mini-games and party pieces to enjoy this festive season with the new *Rayman* game. There are 60 games in the Wii version and 36 on the DS. These mini-games make innovative use of the Wii remote and DS microphone, dual screen and stylus too. A favourite of ours is the Washing Underwear activity – you wiggle the Wii remote around to get pairs of pants and vests nice and clean, then put 'em on the line! More on this hot new game as we get it!

Ubisoft has worked hard to make the most of the innovative Nintendo controls.

Here we see the Wii version of Raving Swimming. You learn a new move for the Wii remote each time you cross the pool.

LEGO INDIANA JONES

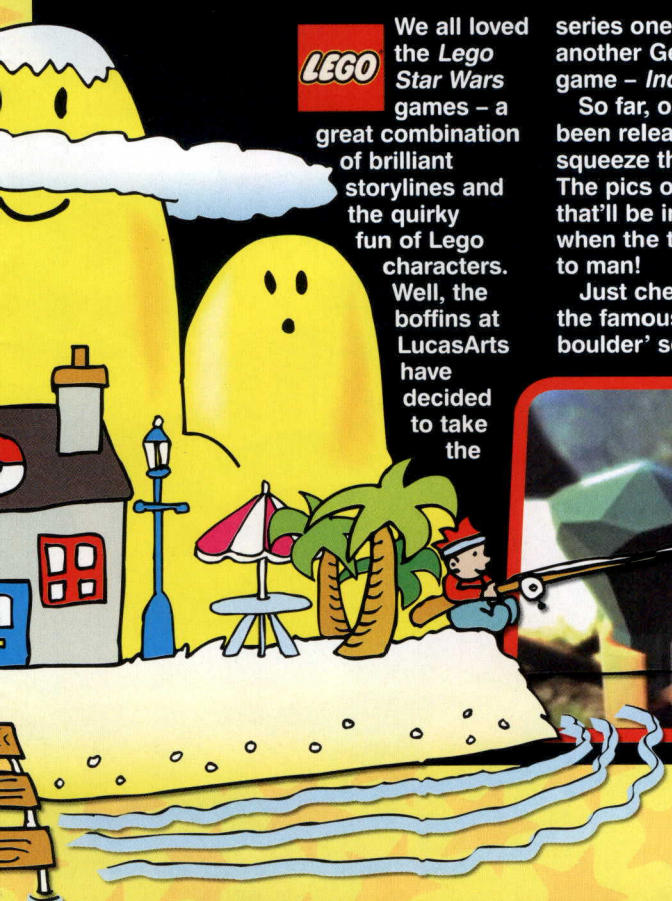
Console	All & PC
From	LucasArts
Due out	Summer 2008

We all loved the *Lego Star Wars* games – a great combination of brilliant storylines and the quirky fun of Lego characters. Well, the boffins at LucasArts have decided to take the series one step further and convert another George Lucas classic to a *Lego* game – *Indiana Jones*!

So far, only a teaser trailer has been released, but we've managed to squeeze these three images from it. The pics offer a sneaky peek at the fun that'll be in store for you next summer when the title hits every console known to man!

Just check out the famous 'rolling boulder' scene, it's made up of Lego bricks and looks really cool! Indy's worst nightmare also appears in the game – lots of snakes!

Lego Indiana Jones is in the very early stages of production right now. There's bound to be lots of innovation in the various versions, including some great Nintendo DS and Wii gameplay. Roll on summer 2008!



Indy looks like a right cheeky chappy in Lego form – we can't wait for this!

SPIDER-MAN™

FRIEND OR FOE

Whatever is the world coming to? Spider-Man playing nicely with the likes of Green Goblin and Venom? What next? Cats and dogs living together in harmony? Pokémon joining forces with Digimon for monster battles? We hope not!

Yes it's true. Taking its inspiration from the three blockbuster *Spider-Man* movies we've all seen and enjoyed in the last few years, *Spider-Man: Friend Or Foe* sees the webslinger taking on each nemesis once again, then adding them to a rosta of supervillians who are willing to help Spidey take on an even greater worldwide evil.

At the start of the game you choose which sidekick you'd like to take along for the ride. Some of Spider-Man's allies are here – Blade and Iron Fist to name just two – but then once you've beaten them in battle you will find Doc Ock, Green Goblin, Sandman and Venom ready to join forces. Each sidekick features their own set of moves and abilities and in a unique co-op gameplay mode friends can join the action at any time, taking over control of the character and jumping straight into the action! This actually creates a really exciting twist on the traditional 'punch and swing' gameplay we expect in *Spider-Man* games.

The Xbox 360 and Wii versions boast some stunning graphics, really showing off the characters well.

Taking a different perspective on the levels, the DS game is still packed with Spidey goodness!

In both the home console and Nintendo DS games there are lots of secrets to unlock, tokens to collect for bonuses and new areas to discover in the multitude of levels, keeping the replay value high.

Once you've worked your way through the game and tried out all the characters you will eventually be rewarded with control over the Black-suited Spider-Man – the webbed wonder's more aggressive, darker persona. This will be a dream come true for fans!

Catch the new *Spider-Man* games on Wii and DS first, out on 12 October. The other versions will be released sooner after.

There are some truly outrageous characters in the Spider-Man universe – and in this new game you'll get to play with them all!

SCORE 4/5

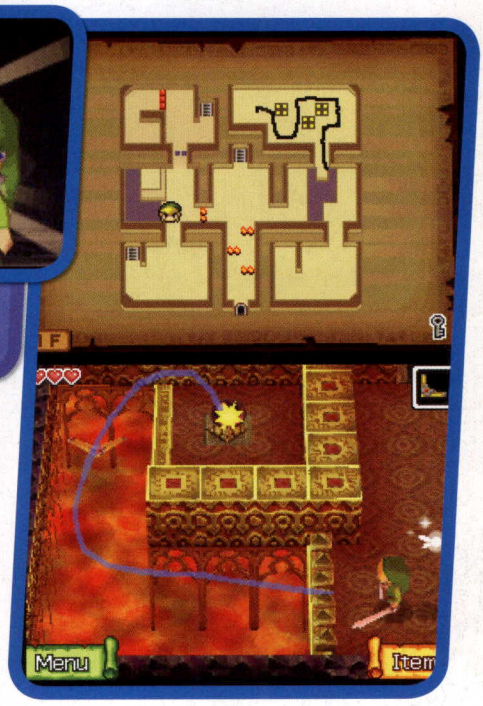
Console DS, Wii, PC, PS2, PSP, Xbox 360
From Activision
Due out 12 October

THE LEGEND OF ZELDA® Phantom Hourglass

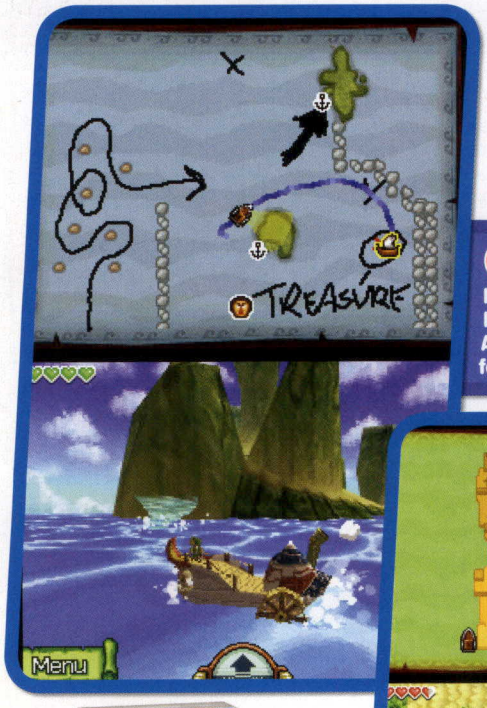
Aaargh, me hearties! Here be a fine pirate adventure. *Zelda* is back and this time it's on the DS. You join Link, Tetra and her crew of pirates sailing the high seas. They're off in search of new lands, then they come across an abandoned ship in a foggy patch of ocean. Tetra gets a bit curious and decides to jump aboard the boat by herself. Link tries to go after her, but falls into the sea. When he wakes up he is on a mysterious island – so, with the help of his fairy friends, Link sets off to find Tetra.

Phantom Hourglass is great for newcomers and hardcore *Zelda* fans alike. The controls are easy to get the hang of and really fun too. If you want Link to move, just tap on the screen. Fancy some sword-fighting action? Sweep the stylus round to swing the sword. While you're at sea, sail your ship by drawing a path for it to follow. It's that simple! Wait till you get down in the dungeons though, because then you'll be able to throw Link's boomerang using the touch screen. It'll even go round corners!

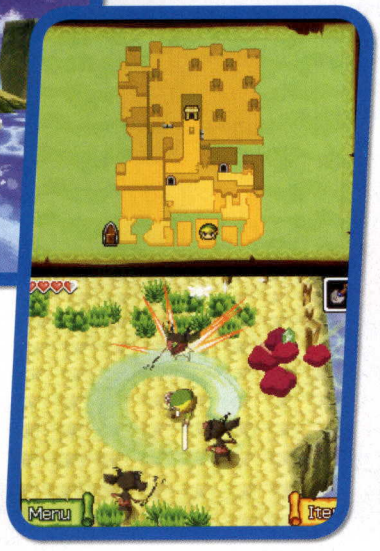
There are some nifty cut-scenes to keep the action moving along.



The game has a cool, 3D, cartoony-style that looks great on the DS. Another excellent feature is the use of moveable maps. You can keep them in the top screen while you play, or just flip 'em to the bottom of the dual screens when you want to make notes about parts of the game.



This really is the best-looking *Zelda* handheld game that has ever been made. Another great triumph for Nintendo!



You'll be pleased to know that this title has plenty of tricky puzzles and tasks to keep you busy. Search for treasure, customise your ship, or even go fishing! That's not all, *Phantom Hourglass* has a two-player battle mode where you can play as Link and a friend plays as the baddies – brilliant stuff! With all this fun and much more besides, we have to give this *Zelda* game top marks!

SCORE 5/5

Console: Nintendo DS
From: Nintendo
Due out: 19 October

GLORY DAYS 2

Console Nintendo DS
From Ghostlight
Due out 5 October

It's fast, it's frantic and it's coming to a DS right about now with a cool twist – you can play the game in 3D with the free glasses! *Glory Days 2* is a war strategy game that is perfectly suited to the Nintendo DS. There's a shed-load of combat hardware available to you, from World War II fighter planes and tanks, to jet fighters and attack helicopters from the present day. You must strategically deploy your troops and vehicles to take control of key enemy positions and get your foes running for cover! You've got to keep a close eye on the pennies too. Spend your war budget wisely, because running out of cash will mean defeat!

This is one of those games that soon takes over your life – it's just so devilishly addictive. Great stuff!

Playing in 3D is a real blast!

With 16 massive real-time campaigns covering eight diverse war zones and up to 250 ground units operating simultaneously in each battle, *Glory Days 2* is a delight for all war game fans. The AI is superb with the enemy responding intelligently to your military tactics. Controlling the action is clear and concise with the DS stylus. *Glory Days 2*'s Wi-Fi option also means that there's enough multiplayer action for up to eight gamers to take part in.

The icing on the cake for us here at Pokémon World is really the option of 3D glasses. Put these on and *Glory Days* really does burst into life. More games should try being innovative like this... give it a try!

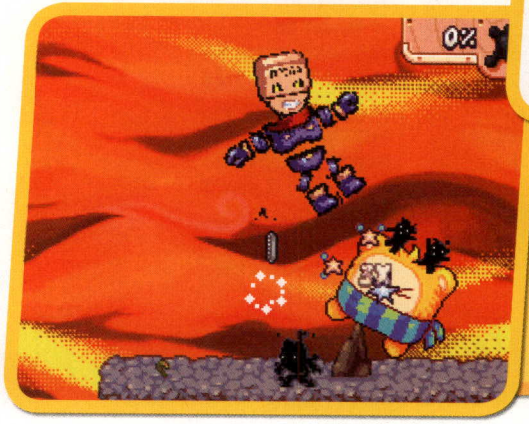
SCORE 5/5

Drawn to Life™

Well, here's another clever idea to hit DS this month: draw your own characters and watch them come to life in a side-scrolling adventure. Just the idea of it gets us all excited!

A dying village has sent out a call to you, the Creator, to help it rebuild village life. They're missing a sun, fruit trees, animals, rain clouds, the list goes on – and you must replace them all by drawing new ones with the DS stylus! But not before you've drawn a hero for your game. *Drawn To Life* is part art project, part platform game, and what's even more amazing is that you can swap drawings with other gamers online too! Don't worry if you're no good at drawing, templates are included for you to trace around. Then customise your creation by using different stamps and patterns. A genius idea and one that you have to try out for yourself!

Don't worry if you can't draw – you can trace a hero instead!



It's your fault if the game looks rubbish, you made all the graphics!

Console Nintendo DS
From THQ
Due out Out now

SCORE 4/5

POKÉMON™

DIAMOND VERSION PEARL VERSION

MASTERCLASS

PART 3

MORE FUN IN SINNOH!

So how is your game of *Pokémon Diamond* or *Pokémon Pearl* going? Are you managing to win all the Pokémon battles you need to? Have you got yourself stuck somewhere and need some help? Well, here's the third instalment of our mammoth experts' strategy and tips guide to these excellent games. We've worked with the fine people of the Serebii.net website to bring you this Masterclass. It's the best website around for everything Pokémon – point your URL over there and check it out for yourself! This issue, in the centre pages, we've updated the Sinnoh world map for those who missed it the first time around – this map has already helped us in our games, so we hope it does the same for you too. Keep enjoying the adventure!

SAFARI ZONE

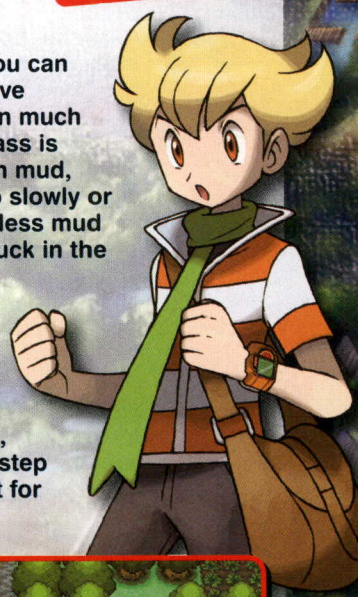
A common staple of all *Pokémon* games, The Safari Zone allows you to capture Pokémon without having to battle with them all the time! You are sent into the Zone with 500 steps and 30 Safari Balls – but there are some differences in the Safari game you find in *Diamond* and *Pearl*'s Pastoria City...

ALLOCATING POKÉMON

There are lots of Pokémon allocated to the Safari Zone, so therefore there must be a way to get specific monsters. Upstairs in the Safari building you will find three pairs of binoculars pointing out at the Safari game. For 100 PokéDollars you can get a brief glimpse around the game, showing where certain Pokémon are currently located, including non-Sinnoh Pokédex Pokémon. If you're after a certain Pokémon you can now hone in on a certain area, rather than searching aimlessly. Although the binoculars are a help, there are by no means a guarantee!

IN THE SAFARI GAME

The internal workings of the Safari game are also different to previous games. There are six areas, all interlinked in some way – by surfing or just by general pathways. There is also a train that can take you to a specific area so that you can hunt that elusive Pokémon down much easier. The grass is also incased in mud, if you walk too slowly or close to grassless mud you will get stuck in the mud and have to remove yourself. Every time you get yourself out of being stuck, it counts as a step – so watch out for this pitfall!



The Pokémon World Diamond and Pearl Masterclass is brought to you in association with...

Serebii.net

CONTINUING THE SAFARI

There are certain Pokémon that can only be found by playing the Safari game, and then only by looking through the binoculars as described on the last page of the Masterclass. Here's a list of them all, and unless stated, you will also have to have the National Pokédex in order to find these monsters...

After obtaining the National Pokédex, inserting certain old-school Game Boy games into the GBA slot of your DS will make new Wild Pokémon appear! These Pokémon and all their evolutions are only available by this method, so expect to see people at car boot sales trying to find older *Pokémon* games! *Ruby*, *Sapphire*, *Emerald*, *FireRed* and *LeafGreen* all unlock Pokémon, and some can be unlocked by inserting any old game.

#024 – ARBOK
Poison
You'll need to have *FireRed* inserted into your DS.

#046 – PARAS
Bug/Grass
Available once you have the National Pokédex.

#054 – PSYDUCK
Water
Available both before and after the National Dex.

#055 – GOLDUCK
Water
Available both before and after the National Dex.

#102 – EXEGGCUTE
Grass/Psychic
Available once you have the National Pokédex.

#115 – KANGASKHAN
Normal
Available once you have the National Pokédex.

#163 – HOOTHOOT
Normal/Flying
Available before and after National Dex, but at night.

#164 – NOCTOWL
Normal/Flying
Available before and after National Dex, but at night.

#183 – MARILL
Water
Available both before and after the National Dex.

#193 – YANMA
Bug/Flying
Available once you have the National Pokédex.

#194 – WOOPER
Water/Ground
Available both before and after the National Dex.

#195 – QUAGSIRE
Water/Ground
Available both before and after the National Dex.

#285 – SHROOMISH
Grass
Available once you have the National Pokédex.

#298 – AZURILL
Normal
Available both before and after the National Dex.

#315 – ROSELIA
Grass/Poison
Available both before and after the National Dex.

#316 – GULPIN
Poison
Available once you have the National Pokédex.

#318 – CARVANHA
Water/Dark
This Pokémon is found by fishing.

#339 – BARBOACH
Water/Ground
Before and after the National Dex by fishing.

#340 – WHISCASH
Water/Ground
Before and after the National Dex by fishing.

#357 – TROPIUS
Grass/Flying
Available once you have the National Pokédex.

#397 – STARAVIA
Normal/Flying
Available both before and after the National Dex.

#399 – BIDOOF
Normal
Available both before and after the National Dex.

#400 – BIBAREL
Normal/Water
Available both before and after the National Dex.

#406 – BUDEW
Grass/Poison
Available both before and after the National Dex.

#451 – SKORUPI
Poison/Bug
Available both before and after the National Dex.

#452 – DRAPION
Poison/Dark
Available both before and after the National Dex.

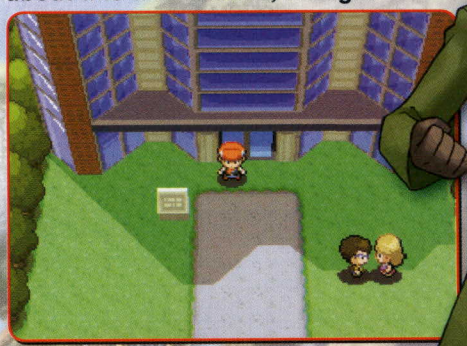
#453 – CROAGUNK
Poison/Fight
Available both before and after the National Dex.

#454 – TOXICROAK
Poison/Fight
Available both before and after the National Dex.

#455 – CARNIVINE
Grass
Available both before and after the National Dex.

THE BATTLE TOWER

Like the previous *Pokémon* games, *Diamond* and *Pearl* also has a Battle Tower. This is the place to go if you wish to battle your Pokémon against some seriously tough A.I.! There are a few changes to think about this time around, though.

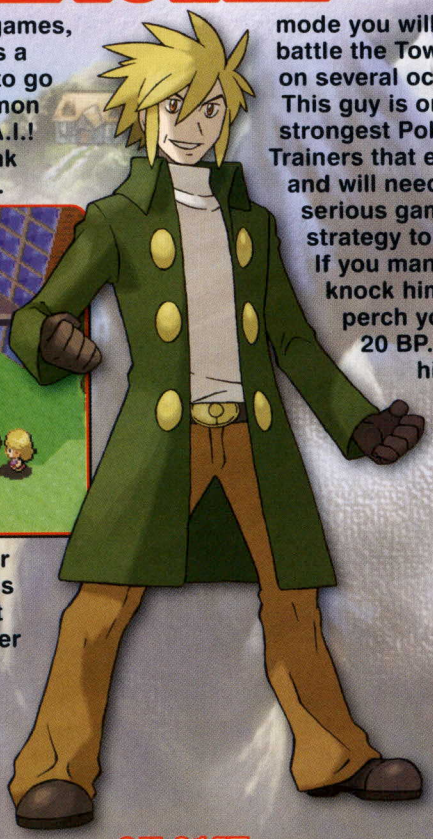


First of all there is no Lv.50 or Lv.100 mode, the Battle Tower is Lv.50 only. This doesn't restrict you, however, it will simply lower your Pokémon's level to 50 for the battle. This allows all the Pokémon to be integrated, no matter what level they are at. Battling in the Battle Tower will earn you points that you can then spend in the building to the south of the tower, so that's a real bonus.

When you first enter the Battle Tower there are three rooms you can visit. To the right is the Wi-Fi area to play around with. You can upload a team to the internet from here, and download teams that will crop up as you are battling through the tower. The other two rooms are where all the action is.

STANDARD BATTLES

Accessed from the centre door, the Standard Battles can be played in both single and double Battle mode, giving you the chance to test your Pokémon with some of the toughest computer players. If you manage to continue winning battles one after another, the opponents will get tougher and tougher! Just like in *Pokémon Emerald*, in single Battle mode you will get to battle the Tower Tycoon on several occasions. This guy is one of the strongest Pokémon Trainers that ever lived and will need some serious gameplay strategy to beat him! If you manage to knock him off his perch you will get 20 BP. Here are his teams...



ON 21ST CONSECUTIVE BATTLE

Dragonite

Milotic

Rhyperior

ON 49TH CONSECUTIVE BATTLE

Heatran

Regigigas

Cresselia

MULTI-BATTLES

Finally, it's the Multi-Battle mode where you get to team up with a friend via the DS Wireless Play function and tackle the Battle Tower as a team. Don't worry if you don't have any friends, though! There is a single-player Multi-Battle mode (work that one out!) where you can play with the Pokémon Trainers that you were teamed up with earlier in the game. When you enter the room, the five Trainers will be stood around and you can go up to them and start a chat. Here you select which one you would like to play a battle with. They don't just have the Pokémon that had earlier, though, they've been busy and some of the new Pokémon have multiple sets of moves.

CHERYL FROM ETERNA FOREST

Snorlax, Espeon, Umbreon, Porygon2, Blissey, Milotic, Latias, Latios, Gastrodon, Porygon-Z, Cresselia

MIRA FROM WAYWARD CAVE

Alakazam, Gengar, Zapdos, Espeon, Gardevoir, Latios, Roserade, Magnezone, Magmortar,Togekiss, Glaceon, Porygon-Z

RILEY FROM IRON MOUNTAIN

Poliwrath, Machamp, Rhydon, Gyarados, Ursaring, Tyranitar, Blaziken, Breloom, Slaking, Hariyama, Medicham, Absol, Salamence, Metagross, Rampardos, Lucario, Toxicroak, Rhyperior, Mamoswine, Regigigas

MARLEY FROM VICTORY ROAD

Dugtrio, Electrode, Starmie, Aerodactyl, Crobat, Sceptile, Swellow, Ninjask, Weavile

BUCK FROM STARK MOUNTAIN

Umbreon, Forretress, Steelix, Shuckle, Skarmory, Regirock, Regice, Registeel, Bastiodon, Rhyperior, Probopass, Dusknoir, Cresselia

PAL PARK

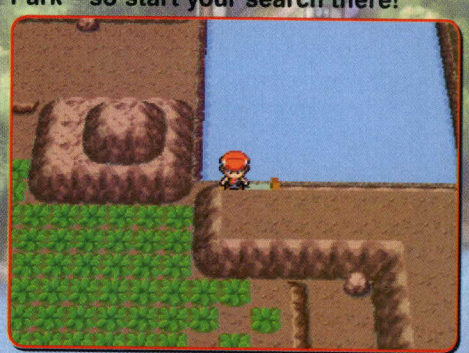
You will find the Pal Park on Route 221 after you get your National Pokédex. Pal Park is the only way of transferring Pokémon to your game from your old *Pokémon* games collection. One thing to note, though, is that this only works with games of the same language and region!

You can select six Pokémon to transfer at any one time. Choose them from the menu before loading your game, then go to the Pal Park in Route 221 and they will give you the Park Balls you will need. These balls have a 100 per cent capture rate, and once you find your Pokémon, you can't even run, so you have to capture it!

These games have the highest number of Pokémon of any game. There are 445 Pokémon obtainable in one way or another without backwards trading, but there are still 48 Pokémon that are not available, several of which are actually vital to obtaining a new Pokémon! To get these you will have to transfer them, or one of their evo chain, to the new games using the Pal Park, capture them then Breeding them, if necessary, to get to the lower forms of Pokémon.

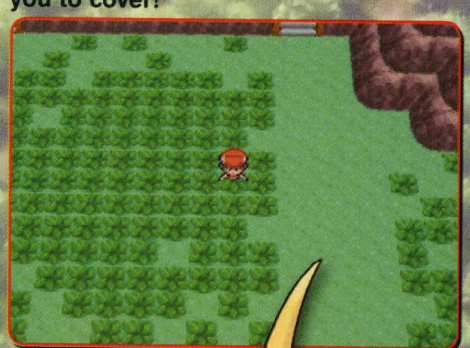
AREAS TO SEARCH

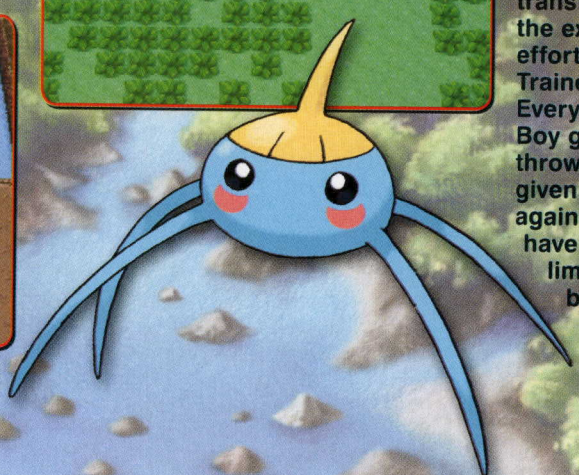
There are lots of areas you can search for these new Pokémon in, they will usually go for the area that fits in with their profile. For example, a sea Pokémon is going to find its way to the small sea area in the Pal Park – so start your search there!



Other good areas to search include a pond area and the mountainside, but just visiting these areas is no guarantee that you will just stumble upon the Pokémon you need. Some of the monsters can be very rare and hard to find even though you know they're out here in the park somewhere!

The standard area for finding Pokémon is still the grass that covers much of the Pal Park, of course. Both short and tall grass can be found, so there's plenty of searching area for you to cover!





CAPTURING MONSTERS

When you do come across a transferred Pokémon, they will have the exact same stats, level, moves, effort values, shiny rating and original Trainer and location information! Everything it had in your old Game Boy games! All you've got to do is throw one of the Park Balls you were given and the Pokémon is yours again. Capture all of the Pokémon you have transferred in a certain time limit and you will be congratulated by the Pal Park Ranger. He will give you a special Berry for all your efforts, so that's nice!

Continued on page 29

www.simonsays.co.uk

Get ready for the voyage of your life . . .
JOIN THE CREW visit www.vampirates.co.uk
SIMON AND SCHUSTER
A CBS Company

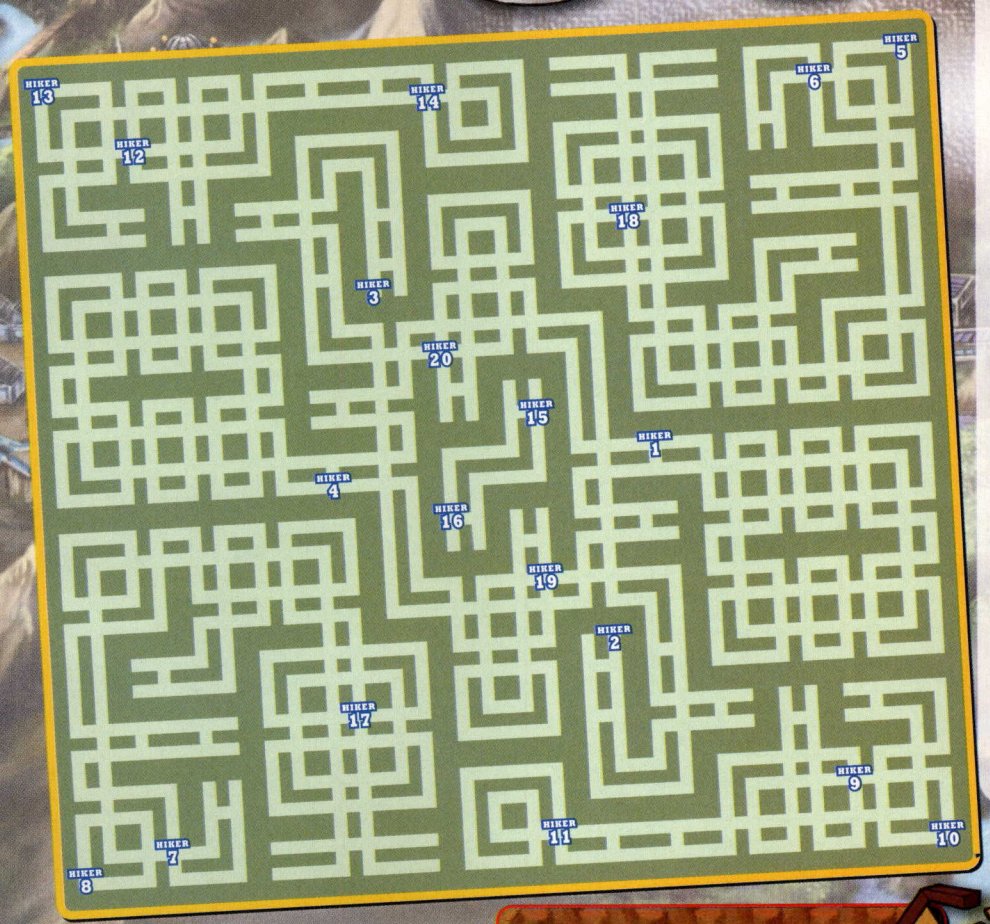
N
W
E
S
FULL MOON ISLAND
NEW MOON ISLAND
Event Route
Routes accessible after beating the Elite Four and receiving the National Pokedex
ACUITY LAKEFRONT
Lake Acuity
SNOWPO CITY
Snowpoint Temple
Snowpoint City G
ROUTE 217
ROUTE 216
Snowbound Lodge
IRON ISLAND
Iron Island Rock
ETERNA FOREST
Old Chateau
ETERNA CITY
Herb Shop
Eterna City Gym
Underground Man's House
Galactic Eterna Building
Rad Rickshaw's Cycle Shop
Name Rater's House
Eterna Condominiums
ROUTE 211
CELE TOW
Celestic
MOUNT CORONET
Fuego Ironworks
ROUTE 205
ROUTE 206
Bike path
Wayward Cave
FLOAROMA TOWN
Pick A Peck of Colors Flower Shop
Floaroma Meadow
Valley Windworks
Ferry to Islands
JUBILIFE CITY
Jubilife TV
Global Trade Station
Poketch Company
Jubilife Condominiums
Trainer's School
ROUTE 204
Ravaged Path
CANALAVE CITY
Harbor Inn
Canalave City Gym
Canalave Dock
Move Deleter's House
Canalave Library
Sailor Eldritch's House
ROUTE 207
ROUTE 218
ROUTE 203
Oreburgh Gate
VERITY LAKEFRONT
Lake Verity
ROUTE 202
OREBURGH CITY
Oreburgh Mine
Oreburgh City Gym
Oreburgh Mine Museum
ROUTE 201
SANDGEM TOWN
Professor Rowan's Assistant's House
Pokemon Research Lab
ROUTE 219
TWINLEAF TOWN
Your house!
Your rival's house
ROUTE 220
ROUTE 221
Pal Park

Sinnoh World Map
STARK MOUNTAIN
ROUTE 227
Route accessible after beating the Elite Four
SURVIVAL AREA
ROUTE 226
ROUTE 228
FLOWER ELYSIUM
Event Route
ROUTE 225
FIGHT AREA
Battle Tower
ROUTE 230
ROUTE 229
ROUTE 224
POKÉMON LEAGUE
Victory Road
Elite Four
ROUTE 210
Wilma's House
Café Cabin
RESORT AREA
VEILSTONE CITY
Galactic Veilstone Building
Veilstone City Gym
Galactic Storage
Veilstone Game Corner
Massage Girl's House
Veilstone Dept Store
Prize Exchange House
Casino
Team Galaxy Base
ROUTE 215
ROUTE 223
TURNBACK CAVE
SOLACEON TOWN
Pokémon Day Care
Pokémon News Press
Solaceon Ruins
ROUTE 214
Ruin Maniac Cave
Maniac Tunnel
ROUTE 209
The Hallowed Tower
The Lost Tower
VALOR LAKEFRONT
Seven Stars Restaurant
Lake Valor
ROUTE 222
Pokémon Size Contest
Pikachu Fan Club
SUNYSHORE CITY
Julia's House
Sunnyshore City Gym
Sunnyshore Market
Vista Lighthouse
PASTORIA CITY
Pastoria City Gym
Move Maniac's House
Pastoria Great Marsh
Scarf Man's House
Safari Zone
ROUTE 213
Hotel Grand Lake
Dr Footstep's House
ROUTE 212
Shards Lady's House
Pokémon Mansion
MAIN LOCATIONS ARE IN THIS TYPE
Places of interest are in this type
ROUTES ARE SHOWN IN THIS TYPE
Shows the locations of Sweet Honey Trees

BACK UNDERGROUND

When visiting the Sinnoh Underground you come across a bewildering maze of corridors and passageways, but there's a lot of fun to be had down here and lots of hikers to stumble across who will help you furnish your Secret Base, for a price.

A Goods Merchant will sell you items for your base, and buy unwanted items from you, a Trap Merchant will buy and sell traps (obviously!) and a Treasure Buyer will buy the treasure you dig up from the walls and give you gems! Here's a map showing all the hiker locations...



SPHERES

Need a list of all the items you can find when treasure hunting in the Sinnoh Underground? Well, this is your lucky day! Let's start with the shiny spheres...

Picture	Name	Effect	Rarity
	Blue Sphere	Used to Barter with - worth 1-10	Common
	Blue Sphere	Used to Barter with - worth 11-21	Common
	Green Sphere	Used to Barter with - worth 1-10	Common
	Green Sphere	Used to Barter with - worth 11-21	Common
	Pale Sphere	Used to Barter with - worth 1-10	Uncommon
	Pale Sphere	Used to Barter with - worth 11-21	Uncommon
	Prism Sphere	Used to Barter with - worth 1-10	Uncommon
	Prism Sphere	Used to Barter with - worth 11-21	Uncommon
	Red Sphere	Used to Barter with - worth 1-10	Common
	Red Sphere	Used to Barter with - worth 11-21	Common

FOSSILS

These are really rewarding items to find when digging, and you can revive them, turning the fossil back into a real, live Pokémon!

Picture	Name	Effect	Rarity
	Armor Fossil	Revives into Shieldon	Uncommon (*Pearl* only)
	Claw Fossil	Revives into Anorith	Rare (after National Dex) can be found rotated by 90°, 180° or 270°
	Dome Fossil	Rivives into Kabuto	Rare (after National Dex)
	Helix Fossil	Rivives into Omanyte	Rare (after National Dex) can be found rotated by 90°, 180° or 270°
	Old Amber	Rivives into Aerodactyle	Rare (after National Dex) can be found rotated by 90°
	Root Fossil	Rivives into Lileep	Rare (after National Dex) can be found rotated by 90°, 180° or 270°
	Skull Fossil	Rivives into Cranidos	Uncommon (*Diamond* only)

GOODS MERCHANT

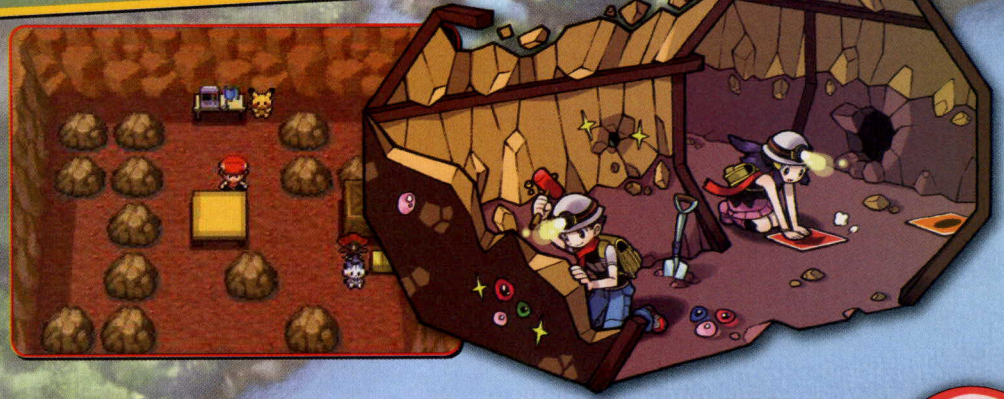
Hiker numbers 1, 2, 3, 4, 6, 7, 9, 12.

TRAP MERCHANT

Hiker numbers 11, 14, 15, 16, 17, 18, 19, 20

TREASURE BUYER

Hiker numbers 5, 8, 10, 13



PLATES

These Plates don't look very exciting, but they have great powers!

Picture	Name	Effect	Rarity
	Draco Plate	Raises power of Dragon moves	Very rare
	Dread Plate	Raises power of Dark moves	Very rare
	Earth Plate	Raises power of Ground moves	Very rare
	Fist Plate	Raises power of Fighting moves	Very rare
	Flame Plate	Raises power of Fire moves	Very rare
	Icicle Plate	Raises power of Ice moves	Very rare
	Insect Plate	Raises power of Bug moves	Very rare
	Iron Plate	Raises power of Steel moves	Very rare
	Meadow Plate	Raises power of Grass moves	Very rare
	Mind Plate	Raises power of Psychic moves	Very rare
	Sky Plate	Raises power of Flying moves	Very rare
	Splash Plate	Raises power of Water moves	Very rare
	Spooky Plate	Raises power of Ghost moves	Very rare
	Stone Plate	Raises power of Rock moves	Very rare
	Toxic Plate	Raises power of Poison moves	Very rare
	Zap Plate	Raises power of Electric moves	Very rare

OTHER ITEMS

As well as the Spheres, Fossils and Plates, there are all kinds of crazy items that can be dug up, check this lot out...

Picture	Name	Effect	Rarity
	Blue Shard	A shard of a bigger plate	Uncommon
	Damp Rock	Prolongs number of turns of Rain Dance	Very rare before National Dex, rare afterwards
	Everstone	Prevents user from evolving when equipped	Very rare before National Dex, uncommon afterwards
	Fire Stone	A stone that can be used to evolve Growlithe, Vulpix and Eevee	Very rare before National Dex, uncommon afterwards
	Green Shard	A shard of a bigger plate	Uncommon
	Hard Stone	Any Rock-type move's power is increased by 10%	Very rare before National Dex, uncommon afterwards
	Heart Scale	A rare scale. Sells high.	Uncommon
	Heat Rock	Prolongs number of turns of Sunny Day	Very rare before National Dex, rare afterwards
	Icy Rock	Prolongs number of turns of Hail	Very rare before National Dex, rare afterwards

	Iron Ball	Lowers speed of holder, also makes Flying-types and Levitate Ability using Pokémon vulnerable to Ground moves when equipped to them.	Very rare
	Leaf Stone	A stone that can be used to evolve Gloom, Weepinbell, Exeggcute and Nuzleaf	Very rare before National Dex, uncommon afterwards. Can be found rotated by 90°
	Light Clay	Prolongs effect of Reflect and Light Screen	Very rare
	Max Revive	Revives a fainted Pokémon and fully restores it's HP	Very rare
	Moon Stone	A stone that can be used to evolve Nidorina, Nodorino, Clefairy, Jigglypuff and Skitty	Very rare before National Dex, rare afterwards. Can be found rotated by 90°
	Odd Keystone	A vital item to keep the Stone Tower from collapsing. Used to call Spiritomb	Very rare
	Oval Stone	Evolves Happiny into Chansey when equipped and levelled at Morning or Day (4:00am - 7:59pm)	Rare
	Rare Bone	A valuable bone. Sell for money.	Very rare. Can be found rotated by 90°
	Red Shard	A shard of a bigger plate	Uncommon
	Revive	Revives a fainted Pokémon and restores half of its max HP	Very rare
	Smooth Rock	Prolongs number of turns of Sandstorm	Very rare before National Dex, rare afterwards
	Star Piece	Rare star piece, sells high	Very rare before National Dex, rare afterwards
	Sun Stone	A stone that can be used to evolve Gloom and Sunkern	Very rare before National Dex, uncommon afterwards
	Thunderstone	A stone that can be used to evolve Pikachu and Eevee	Very rare before National Dex, uncommon afterwards
	Water Stone	A stone that can be used to evolve Poliwhirl, Shellder, Staryu, Eevee and Lombre	Very rare before National Dex, uncommon afterwards
	Yellow Shard	A shard of a bigger plate	Uncommon

AMITY SQUARE

In the north of Hearthome City, there is a special area that you can only enter with certain Pokémon. There are 11 Pokémon out of the 493 in total that are able to enter Amity Square. These Pokémon then get out of their Pokéballs and follow you around – so it's great fun to visit! The Pokémon that can come out to play are...

Buneary
Clefairy
Drifloon
Happiny
Jigglypuff
Pachirisu
Pikachu
Psyduck
Shroomish
Skitty
Torchic

There are many people and things spread about Amity Square, including several items such as TM45 and the Spooky Plate. It's worth having a look around. However, the biggest thing of note is that the Pokémon you have following you will end up picking up items every 200 steps.

All you have to do is talk to the Pokémon and take the item off it. These items are all contest related, mostly being contest accessories, but you can sometimes pick up berries.

THE DEOXYS FACTOR

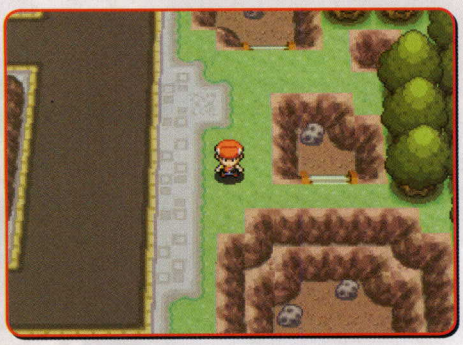
Deoxys, the space virus Pokémon introduced in *Ruby* and *Sapphire* has four forms spread across the games. However, in the past you had to trade your Deoxys across the games, this is no more.

In Veilstone City, you have the ability to change your Deoxys form. In the east of the city there are four Meteorites. When you have Deoxys with you in your party, talk to them and they will change your Deoxy's form for you.

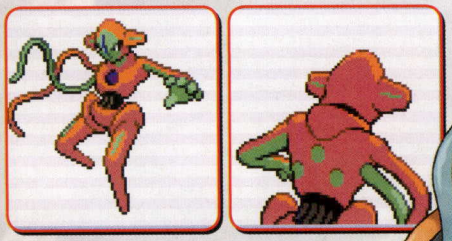
PICK A METEORITE

Top
Speed Deoxys
Middle
Normal Deoxys
Bottom Left
Attack Deoxys
Bottom Right
Defence Deoxys

All Deoxys forms have different stats and learn sets, so this could be handy if you want a particular form of Deoxys that knows a certain attack. Check them all out...

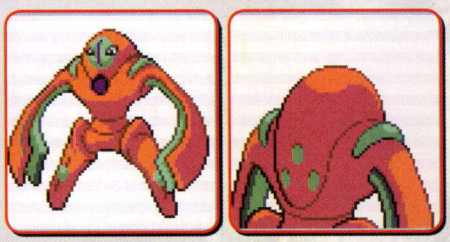


NORMAL FORM

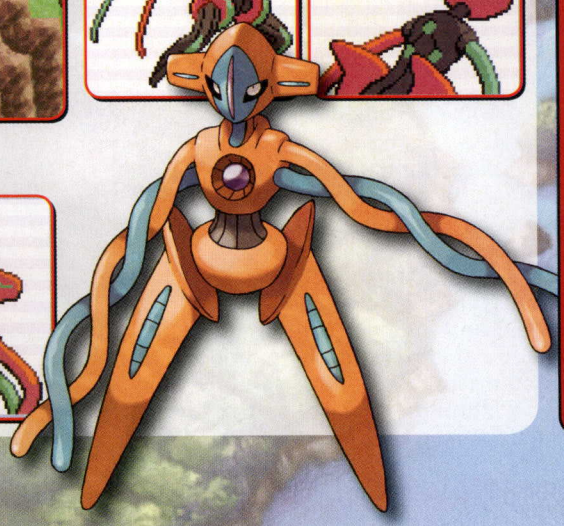


ATTACK FORM

DEFENCE FORM



SPEED FORM



THE BURMY FACTOR

Burmy first appears to be a standard Bug Pokémon that is only obtainable on trees, however, Burmy has a difference that very few others have... it changes its form.

This form difference is not based on the game version, or weather, this Pokémon's form changes entirely on where it last battled. However, this does bring in interesting factoids about it when the female version evolves. When a female Burmy evolves at Lv.20, it keeps the form it was in when it evolved! Here's a look at the various forms...

GRASS FORM

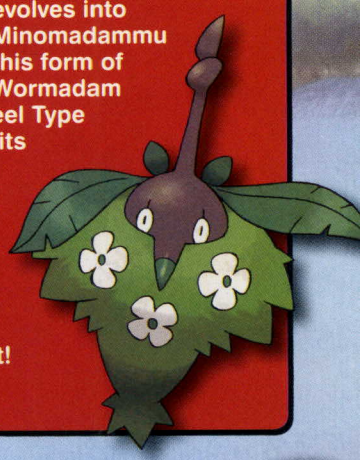
The more commonly seen form of Burmy you will see is the Grass form. This form appears when you battle Wild Pokémon or Trainers in grass, forests or just general green areas. When it evolves into Minomadammu, this form of Wormadam gains the Grass Type, which adds to its weaknesses, it has a different moveset to the others.

GROUND FORM

The next Burmy form is the Yellow Ground. This form is obtained after battling in caves, ruins or on roads. When it evolves into Minomadammu this form of Wormadam gains the Ground Type that adds to its weaknesses, it again has a different move set.

STEEL FORM

Next comes the Pink Steel form of Burmy. This form is obtained after battling inside buildings. When it evolves into Minomadammu this form of Wormadam gains the Steel Type that adds to its weaknesses again, it has a different move set to the others, but then you guessed that!



THE RIBBON SOCIETY

Hidden away in the Resort Area in the North East of Sinnoh is the Ribbon Society. This building is a rather exclusive place and there are entry requirements for you to become a member. These requirements involve Ribbons. Any Pokémon on your party has to have at least ten Ribbons on it alone. This will give you access to the Ribbon Society... where everybody knows your name, and the greeter is always glad you came.

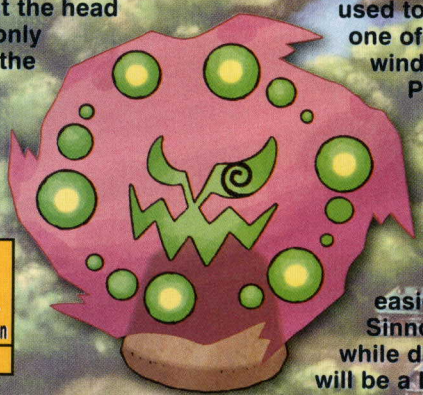
The Ribbon society take pride in the fact that you won't find many people in the club at any one time, so there are few people to talk to. At the reception desk, there is a lady who will sell you some glamorous ribbons, which you won't find anywhere else. These Ribbons will be put on the Pokémon at the head of the party. You can only get one at a time and the Club cycles through the Ribbons below. Below are the ribbons and their price...

Gorgeous Ribbon	Royal Ribbon	Gorgeous Royal Ribbon
10,000	100,000	999,999

Finally, on the second floor of the club, there are four ladies who will gladly give the top Pokémon of your party a massage. The massage in this area increases the happiness of your Pokémon more than the massage elsewhere in Sinnoh. These will only give it once a day so be sure to use it wisely.

THE SPIRITOMB FACTOR

Spiritomb is a unique Pokémon. Being of the Dark/Ghost type like Sableye, it has no weaknesses. Here we will talk about the method used to obtain Spiritomb, one of the most long-winded ways to get a Pokémon!



The first thing that you need to do is get a Odd Keystone. You may find one lying about in Sinnoh, but it would be easier to find it in the Sinnoh Underground while digging, although it will be a bit rare. Take the Odd Keystone to the Spirit Tower Well in Route 209 and Place it inside the Well. This will activate the event for Spiritomb. Next you need to go to the Sinnoh Underground and talk to 32 People there in total. These do not include the Hikers that give you items, so keep on looking!

While this does sound like a Daunting Task, what you can do is exit and enter 32 times and talk to the same person. Each time this will count as talking to a different person so although it will take time, it can be done as long as you have a friend with *Diamond* and *Pearl*. Remember the Sinnoh Underground is DS Wireless, not Wi-Fi, so you need to physically be near your friend in order to do this!

Now with 32 people talked to, go back to the Spirit Tower Well in Route 209 and you will battle a Wild Spiritomb. It is fairly low level so be weary. You can do this multiple times as you can get multiple Odd Keystones, but it can get a bit long-winded so it may be best just to breed to get that perfect Spiritomb!

TO BE CONTINUED...

Wow! Another mammoth experts' Masterclass to the fantastic *Pokémon Diamond* and *Pearl* done! Once again, our thanks go out to the great team at Serebii.net for its help and excellent website. Make sure you visit it and have a Pokémon ball!

THE FIRST WORD IN PLAYSTATION

NEW ISSUE OUT NOW

FEATURING

- EXCLUSIVE HANDS-ON WITH WIPEOUT HD
- KILLZONE 2: FIRST VERDICT
- SEGA RALLY VS. COLIN MCRAE: WHICH IS THE PS3'S BEST RALLY?
- ALL THE LATEST FROM THE LEIPZIG GAMES CONVENTION
- SONY'S LAIR REVIEWED
- LOADS MORE!

PLAY Season 24
DVD
The ultimate PlayStation 3 DVD experience
grand theft auto IV
ALL THE TRAILERS AND SCREENSHOTS!
CALL OF DUTY 4
MODERN WARFARE
EXCLUSIVE NEW GAMEPLAY TRAILERS AND MORE!
+43 MORE VIDEOS
INCLUDING Burnout Paradise / Folklore / Heavenly Sword
Haze / Sega Rally / Tony Hawk's Proving Ground / GRAW 2
GTA IV / The Simpsons / Brothers In Arms: Hell's Highway

FREE DVD EVERY ISSUE

With exclusive video, in-depth features, interviews, game saves and more!

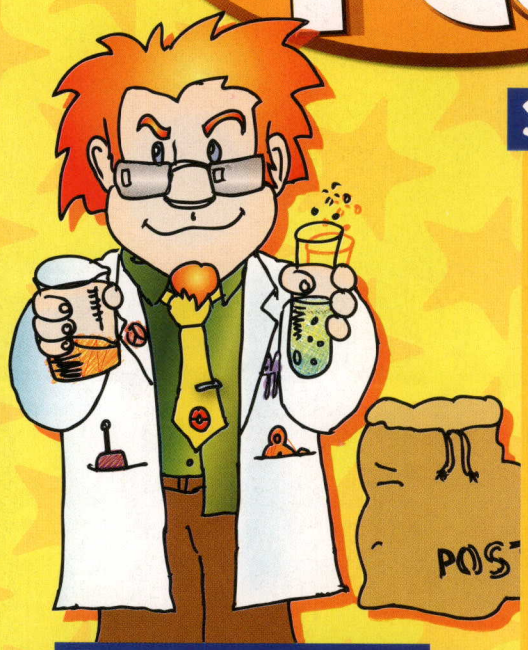
eShop Visit the Play online shop a

www.imagineshop.co.uk

for back issues and subscriptio

THE UK'S BESTSELLING INDEPENDENT PLAYSTATION MAG

ASK PROFESSOR YEW



Egg Hatching Fun!

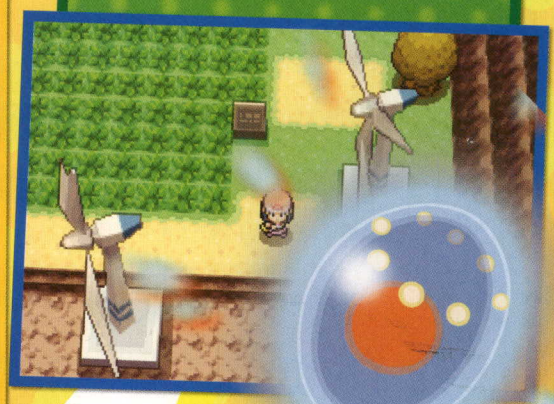
Q Dear Professor Yew, In *Pokémon Diamond* is there a way I can speed up the Pokémon egg hatching process? I want to spend more time breeding Pokémon, but it takes ages!
From Lucas Fothergill, London

A *Well, actually Lucas, there is a way you can speed up those pesky Pokémon. What you need to do is ensure you have a Pokémon in your party that has the Magma Armor or Flame Body ability. These special abilities will magically make hatching eggs happen in half the time! Good luck.*

Stuck in Sinnoh!

Q Dear Professor Yew, I've been playing *Pokémon Diamond* for ages now and I have to say it's the best *Pokémon* game ever made! Can you answer me a question, though? I've got myself all the way to the Galactic Eterna Building, but there's a large tree in front of it. What do I do?
From Stuart Mitchem, Norwich

A *Ahh, Stuart, the answer lies in first meeting a woman named Cynthia in Eterna City, she will give you HM1, Cut. Then you will eventually get to do battle with Gardenia, the boss. Defeat her and you earn the right to use Cut out of battle. Herein lies your answer – use Cut on the tree and you can get inside the building!*



Ranger Capturing!

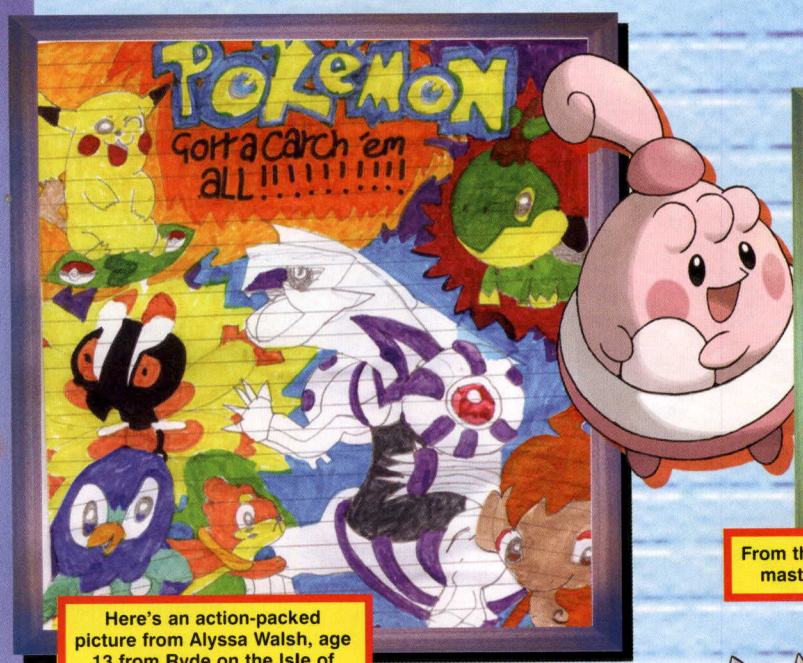
Q Dear Professor Yew, Could you please explain more about how to capture Pokémon in *Pokémon Ranger*? I'm just getting started with the game and could do with a few pointers. Thanks!
From Carly Sanders, Fife

A *Certainly, Carly. It's all about drawing rings around the little creatures. Pokémon will need different numbers of rings depending on their strength. For example, Pichu can be captured with one ring, while Metagross needs a massive 29 rings drawn to capture him! It doesn't end here, though. Pokémon don't like being captured and will try to break through your capture line. If they attack and hit your line it can do your Capture Styler damage. The trick here is to lift the stylus off the screen if it looks like a Pokémon will attack. They will be held in a yellow bubble and you can then flee by hitting the 'Flee' button! However, if you lift the stylus to avoid damage but still need that Pokémon, you will have to start drawing the rings again! Good luck capturing!*

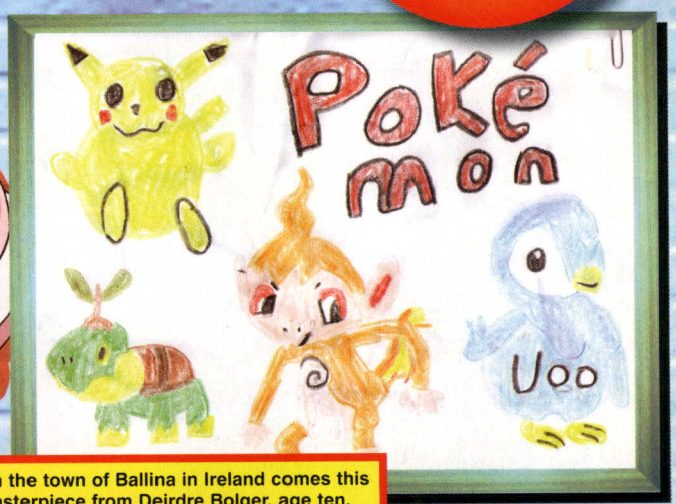
Pika-Pics

So many pics, so little time! Next issue we'll have a bumper crop of the best, here's a taster!

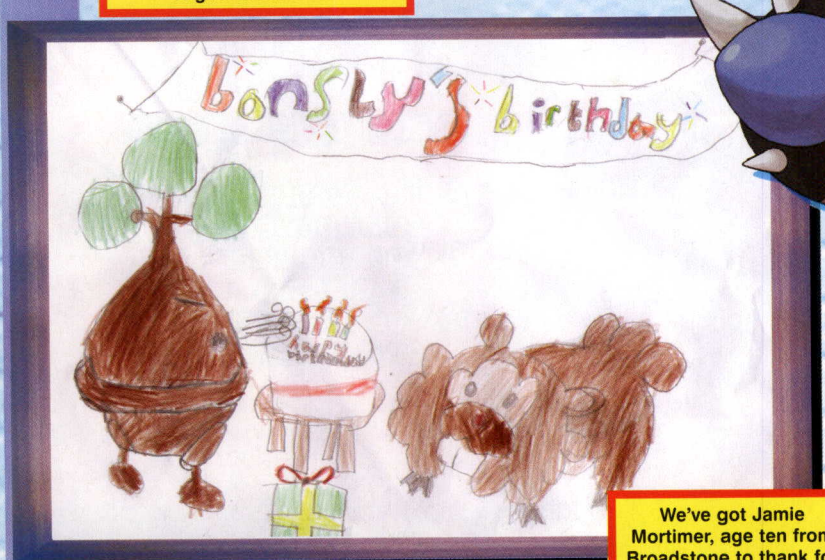
Send your pictures in to the usual Pokémon World address, marking them 'Pika-Pics'



Here's an action-packed picture from Alyssa Walsh, age 13 from Ryde on the Isle of Wight. Great stuff!



From the town of Ballina in Ireland comes this masterpiece from Deirdre Bolger, age ten.



We've got Jamie Mortimer, age ten from Broadstone to thank for this picture of Bonsly enjoying his birthday!

Looks like Lapras is the favourite Pokémon of Leika Conrad, age 11, from St Albans!

WIN! WIN! WIN!

Drawn to Life™

WIN! A NINTENDO DS LITE & DRAWN TO LIFE GAMES!

Our review of the brilliant *Drawn To Life* was back on page 20, and we loved it so much THQ gave us loads of copies to give away, and a shiny new Nintendo DS Lite! Send your answer to the question via email to pokemonworld@imagine-publishing.co.uk or post it to the usual address making your entry 'Drawn To Life Compo' including your name, age and address.

What's the clever innovation in THQ's Drawn To Life game?

A. The game is solar powered
B. You can wear 3D glasses
C. You draw your own characters

You need to get your entry in to us by 14 November at the latest. Winners will be drawn at random from correct entries. Good luck!

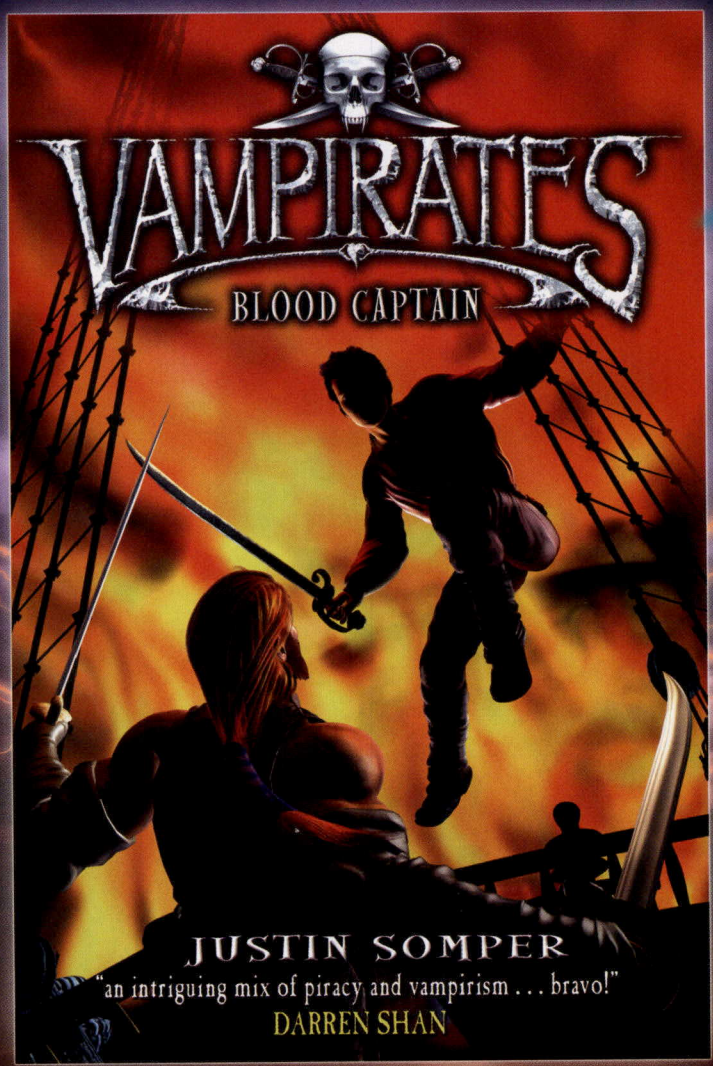
Competition Rules

1. All entries must be received by 14 November 2007 2. There is no cash alternative 3. The publisher's decision is final and no correspondence will be entered into. 4. No employee of Imagine Publishing Ltd, Crispy Chicken Publishing or any company with products on offer within this competition is eligible to enter. 5. Only one entry per person, per competition. 6. By entering, competitors agree to be bound by the rules and requirements of the competition. 7. You may be sent news about products and opportunities from related companies. If you do not wish to receive such information, please indicate as such on your entry. © 2007 THQ Inc. THQ, Drawn to Life and their respective logos are trademarks and/or registered trademarks of THQ Inc. All rights reserved. All other trademarks, logos and copyrights are property of their respective owners.

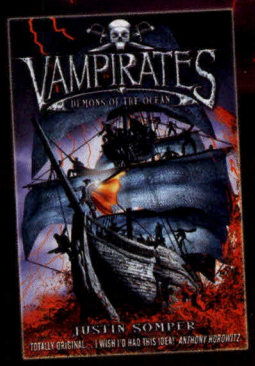
VAMPIRATES

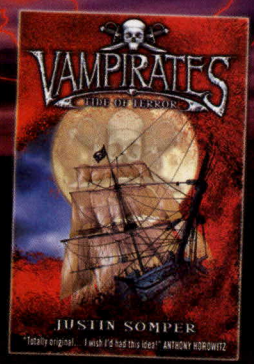
BY

JUSTIN SOMPER



Out Now!





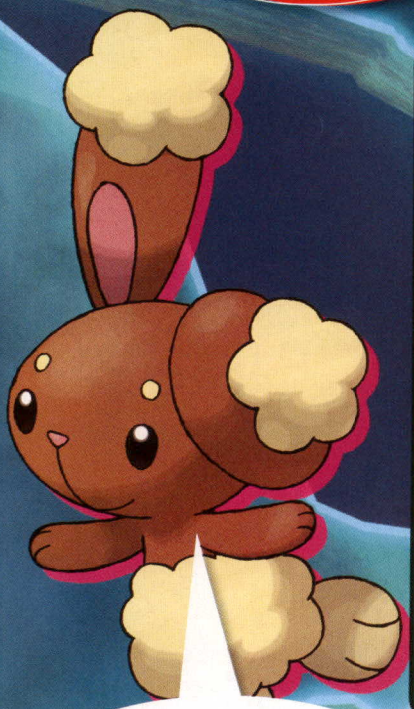
ANOTHER RIP-ROARING ADVENTURE!

JOIN THE CREW AT www.vampirates.co.uk

www.simonsays.co.uk SIMON AND SCHUSTER

DESIGN A MONSTER!

Fancy seeing your monster creation on these pages? Send it in to this address: Design A Monster, Pokémon World, Richmond House, 33 Richmond Hill, Bournemouth, Dorset, BH2 6EZ

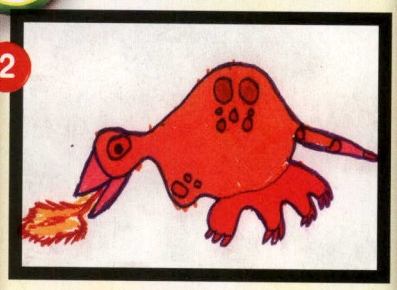


THINK I'M CUTE? WAIT TILL YOU SEE ME IN FIGHTING MODE!

Evolution: None

Fire Whistle

2



Pokémon type: Fire/Ground

Special attacks: Mouth Flamethrowing, Scratching, Growl

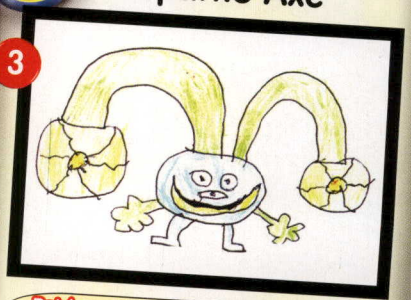
Brief description: Fire Whistle shoots flames at other Pokémon and will poison them with his stinging tail.

Declan Stanhope, age eight, Chesterfield

Evolution: None

El Sparko Axe

3



Pokémon type: Psychic/Thunder/Water

Special attacks: Hidden Power, Secret Power, Thunderbolt

Brief description: This Pokémon is very common indeed! Over 100,000 people have this Pokémon in their Pokédex. Its sweet song can calm anyone.

Madge Douglas, age ten

Evolution: Evolves from Iceon

Poleon

4

Pokémon type: Ice/Flying

Special attacks: Icicle Cannon, Glacier, Flydro Tackle

Brief description: Poleon is said to live in the mountains. It comes to the aid of Pokémon that are being troubled by Team Rocket.

George Miles-Woolley, age ten, Leicestershire

If you'd like the chance to create a Star Monster too, then send your ideas to the usual address!

Monster of the Month!

Evolution: From Milotic

Miking

1

Pokémon type: Water/Fire/Electric

Special attacks: Sea Blade, Storm, Detect, Zap Cannon

Brief Description: Miking and Milqueen gather once every year to do their courtship dance. Miking use their tails to battle for a mate. They can battle for many months before they are victorious!

Beth Buchanan, age 14, Bingley

Evolution: Unknown

Flameshard

5

Pokémon type: Ice/Fire/Electric

Special attacks: Flamethrower, Ice Beam, Surf, Waterfall, False Tackle

Brief description: Can only be seen at night. You can only catch him if you are very fast as he slides quickly on ice feet. His tail is electric, his left hand shoots fire beams and his right hand shoots shards of ice.

Adam Williamson, age six

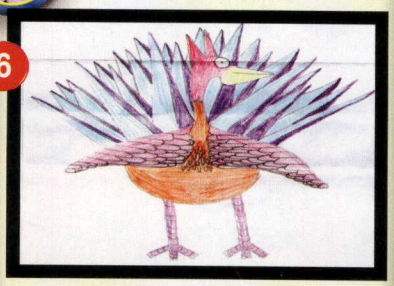
DID YOU KNOW?

PROFESSOR OAK WAS THE ONE WHO GAVE ASH HIS VERY FIRST POKEMON, PIKACHU. IT WAS IN THE FIRST TV EPISODE.

Evolution: Unknown

Featherblade

6



Pokémon type: Steel/Flying

Special attacks: Mega Peck, Mega Kick, Feather Attack

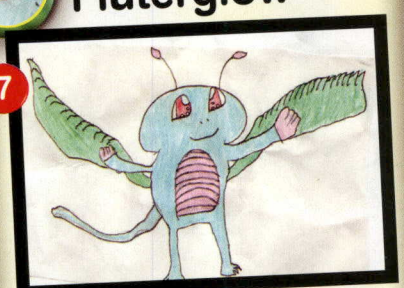
Brief description: Featherblade is a very fast, ultra-rare Pokémon. He must be handled with care as his feathers are very sharp.

Leigh Bailey, age ten, Swindon

Evolution: None

Fluterglow

7



Pokémon type: Flying/Psychic

Special attacks: Tate Smack, Fly, Confusion, Wave

Brief description: Fluterglow only comes out at night. It can see really well and has an amazing memory. It can fly up to 120mph – this makes it hard to catch. It is very powerful.

Louis Taylor, age nine, Bristol

Star Monster!

poke puzzles!

Three pages of brain-busting puzzles for you this issue including a crossword packed with Dragon Egg Pokémon!

spot the difference

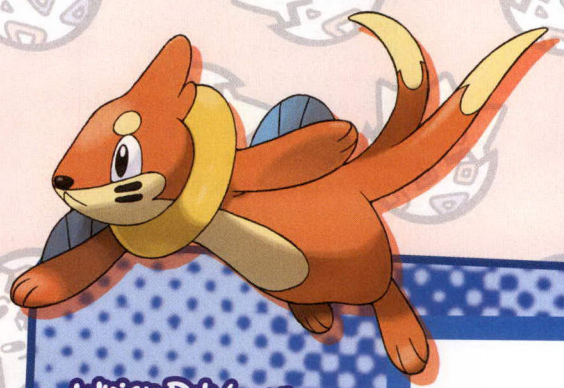
Can you spot the differences between these two Pokémon scenes? Get a pen and circle them!

1 SPOT THE DIFFERENCE PUZZLE

2 SPOT THE DIFFERENCE PUZZLE

monster spliced!

What have we got here then? There are two Pokémon hiding in this spliced picture. Can you identify them both?



Which Pokémon has lost a few lines? Join up the dots from 1 to 40 to see!

dotty dot to dot

prof yew's crazy crossword

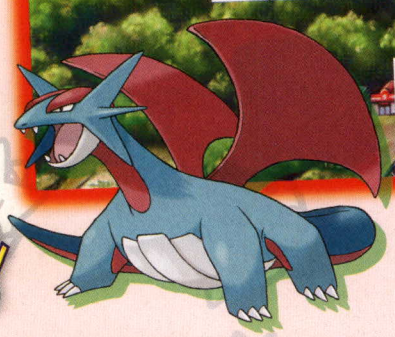
Think you're good at crosswords? Well, here's one that's packed with Pokémon born from a Dragon Egg! See if you can solve all the tricky clues...

ACROSS

2. It is said to be the world's weakest Pokémon. No one knows why it has managed to survive this long!
4. When this Pokémon folds up its body and extends its wings, it looks like a jet plane.
5. The region that the new Pokémon games is set in.
7. When people bicker, this Pokémon is said to arise from the depths of lakes to calm violent hearts.
8. Its spines provide protection. Its fins and bones are prized as traditional medicine ingredients.
11. One of the new Nintendo DS Pokémon adventures.
12. For many generations, this Pokémon has feuded with Zangoose.
15. The fire on the tip of the tail of this Pokémon is a measure of its life.
16. The pattern on its belly is for intimidation. It constricts foes while they are frozen in fear.
18. This monster is said to make its home somewhere in the sea. It guides crews of shipwrecks to shore.
19. Our very own Pokémon agony uncle.

DOWN

1. As a result of its long-held dream of flying, this Pokémon's cellular structure changed, and wings grew out.
3. The section of Pokémon World where you get to create your own Pokémon!
6. In ancient literature, there is a record of a pocket monster like this that razed a village when violence flared.
9. The egg group of all the Pokémon in this crossword.
10. The soles of this Pokémon's feet are covered by countless tiny spikes, enabling it to walk on walls and ceilings.
12. Its wings are like cotton tufts. If it perches on someone's head, it looks like a cotton hat.
13. It is called the Mirage Pokémon because so few have seen it.
14. One of the new Nintendo DS Pokémon adventures.
17. The nephew of clue 19 across.



WIN! WIN! WIN!

SONIC THE HEDGEHOG

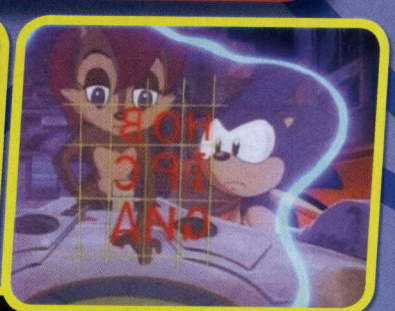
SatAM SONIC
SONIC THE HEDGEHOG
The Complete Series Of 26 Episodes
Includes Exclusive Bonus Features
FOUR DVD VIDEO BOX SET
The Incredible World of DIC

Now, not many of you will have seen this *Sonic The Hedgehog* TV series. It was shown on Saturday morning kids' TV in America and occasionally in the UK, if you were lucky enough to catch an episode. Well, now you can watch the whole lot courtesy of our friends at Delta Leisure. To win a prize, send your answer to pokemonworld@imagine-publishing.co.uk or post it to the usual address making your entry 'Sonic DVD Compo' including your name, age and address.

Name Sonic's arch enemy...

A. Robotnik
B. Robotsteve
C. Robotdave

You need to get your entry in to us by 14 November at the latest. Winners will be drawn at random from correct entries. Good luck!



WIN! A BUNCH OF SAT AM SONIC DVD BOX SETS!

Competition Rules
1. All entries must be received by 14 November 2007 2. There is no cash alternative 3. The publisher's decision is final and no correspondence will be entered into. 4. No employee of Imagine Publishing Ltd, Crispy Chicken Publishing or any company with products on offer within this competition is eligible to enter. 5. Only one entry per person, per competition. 6. By entering, competitors agree to be bound by the rules and requirements of the competition. 7. You may be sent news about products and opportunities from related companies. If you do not wish to receive such information, please indicate as such on your entry.

POKÉMON™

TRADING CARD GAME

Pokémon TCG World Championships 2007

We give you the luau lowdown from...

Welcome to the Pokémon World review of the 2007 Pokémon Trading Card Game World Championships! In this issue we give you a round-up of what has been happening at Worlds 2007. We take a look at who won and how the UK players got on. Ditto is giving us his hot pick decks from the comp, too.

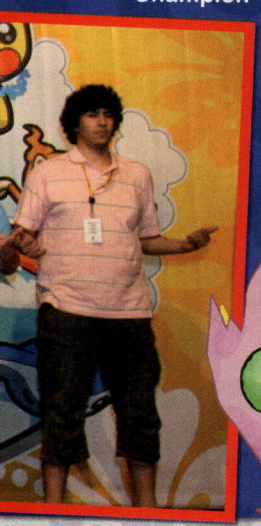
It all kicked off on 11 August with the last chance qualifiers – yes, it was time for the *grinder*! This gruelling one-day competition 'grinds' the players out, leaving only the best of the best standing at the end to qualify for that elusive Worlds place.

From a field of 259 players only 25 would qualify to take part in the actual World Championships: 13 competitors from the Juniors Division, seven players from the Seniors Division and just five from the Masters Division made it through to day two. Amongst them was Christopher Fotheringham from the UK – he made it through the Junior Division grinder to take a place at the 2007 World Championships. We think Christopher deserves a big 'well done!' from all of us here at Pokémon World – the grinder has got to be one of the toughest competitions any player can face in this game!

Then it was on with the second day when the main event began. It saw national champions and world-class Pokémon players from 28 countries battling hard over the remaining two days, all in the hope of grabbing that elusive winners' trophy and a share of the £50,000+ scholarship fund.

Other British players stood out during the competition too. Once again Fares Sekkoum did well and he battled through to the top 16 in the Juniors Division, while his bigger brother Sami Sekkoum (seen standing on the far right in the image below) won through to the top eight in the Masters Division before being eventually knocked out by Worlds Finalist Steffen From. Sami is well known to Pokémon World readers and his decks often feature as Ditto's Hot Pick.

Steffen From who knocked Sami out did not go on to win in the finals, but Ditto liked the look of his 'Flygon LM' deck and the 'Speed Empoleon' deck of third-placed player and 2004 World Champion Tsuguyoshi Yamato so much that he chose them both as Ditto's Hot Picks from Worlds. When the dust and debris of battle settled, Hawaii saw three new world champions crowned – Tom Roos, 18, from Finland won the Masters Division late on Sunday playing an 'Absolutions' Deck, while Jeremy Scharff-Kim, 13, from the United States and Jun Hasebe, aged seven, from Japan won the Senior and Junior divisions respectively. Jun Hasebe is one of the youngest world champions ever and the lightning-fast game between him and runner-up Hioki Yano, 11, of Japan, saw them battled down to just one prize card each.



The Senior Division rivals played the longest match of the day as each held the other at bay with no prize cards drawn. While the Masters Division final had its moments of Energy drought, turn after turn the players were left with no Energy to power Holon Castform, but the drought ended and the match culminated in an exciting end game.

The runners-up in the masters division were Steffen From, 18, from Denmark, Tsuguyoshi Yamato, 22, and Yuki Akimura, both from Japan.

In the Senior Division, Japanese gamers Akira Miyazaki, aged 12, and Wataru Hasegawa, aged 13, joined Alexander DeCosta, 15, of Canada in the final four. Other top placers in the Junior Yano, Andrew Choong, nine, of Australia and Paul Atanassov, ten, of Canada.

But Worlds 2007 was not just about the main competition, there were side events, including a Diamond and Pearl II: Mysterious Treasures Pre-release, artists and celebrities from the world of Pokémon and the Pokémon TCG showed up to sign cards and anything else the players had to hand too.

Now that summer is over, we are gearing up for the start of Road To Worlds 2008. There'll also be Autumn Battle Roads, City Championships, State and Regional Championships and the 2008 UK Nationals to look forward to as well. Don't worry, though, we'll bring you all the details as and when we get them, so reserve your copy of Pokémon World today. Or, better yet, subscribe and have your favourite mag delivered to your door!

Ditto's Deck Garage

Ditto's Worlds 2007 Hot Picks

Steffen From's Flygon LM Deck and Tsuguyoshi Yamato's 'Spread Empoleon Deck'

In this issue, Ditto brings you his take on two decks from the 2007 Pokémon Trading Card Game World Championships in Hawaii. Although neither deck he has picked was played by the eventual winner of the Masters Division – they did come in second and third place. And both decks were talked about for a while both during and after the tournament. So here they are: Ditto's Hot Pick decks, with the deck lists and the strategy laid out just for you, the loyal readers of Pokémon World...

We start off with 2004 World Champion Tsuguyoshi Yamato. He has been the talk of the Pokémon Trading Card Game world for longer than Ditto can remember. As a player he is one to watch. He certainly took Worlds 2007 by storm, even though he missed out on the top spot this year. His deck was top flight and he left many of his opponents reeling as he demonstrated great skill, which helped him to win his way through to third place in the Masters Division.

Here is Yamato's deck – Ditto managed to sneak a peak at it and this is a pretty good approximation of list he used...

Yamato's Spread Empoleon Deck

Pokémon (17)

4 x Piplup (Diamond and Pearl)
3 x Prinplup (Diamond and Pearl)
4 x Empoleon (Diamond and Pearl)
1 x Chimchar (Diamond and Pearl)
1 x Infernape (Diamond and Pearl)
2 x Holon's Electrode (EX Delta Species)
2 x Corsola (EX Unseen Forces)

Trainers (28)

4 x Cursed Stone
3 x Cessation Crystal
3 x Rare Candy
3 x Celio's Network
4 x Holon Transceiver
2 x Castaway
3 x Holon Mentor
2 x Holon Scientist
1 x Holon Adventurer
1 x Steven's Advice
1 x Mr. Briney's Compassion
1 x Holon Farmer

Energy (15)

11 x Water
3 x Scramble
1 x DRE

Corsola
60 HP
BASIC
Cry for Help
Search your deck for a Pokémon (excluding Pokémon-ex), show it to your opponent, and put it into your hand. Shuffle your deck afterward.
Double Attack
Choose 2 of your opponent's Benched Pokémon. This attack does 10 damage to each of them. (Don't apply Weakness and Resistance for Benched Pokémon.)

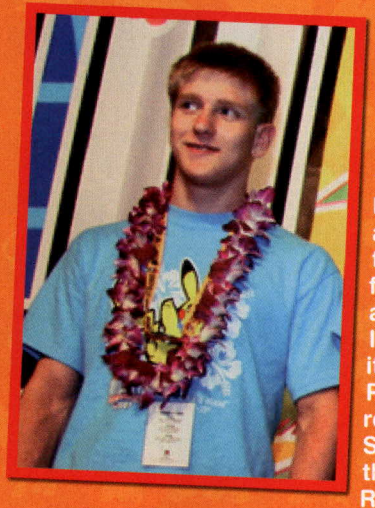
The strategy is quite simple – the deck hopes to play a first turn Corsola to help it set up, failing that it goes straight into the Empoleon line and starts dishing out the hurt – a turn one (via Rare Candy) or turn two Prinplup spreads damage far and wide and after your opponent finally knocks it out you bring up an Empoleon with a Scramble Energy attached to do 70 damage plus the 20 damage snipe to the bench.

Prinplup LV.20
HP 80
STAGE 1
Aqua Shower
Does 10 damage to each of your opponent's Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.)
Brine
Choose 1 of your opponent's Pokémon that has any damage counters on it. This attack does 40 damage to that Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.)
+20

Empoleon LV.42
HP 130
STAGE 2
Ice Blade
Choose 1 of your opponent's Pokémon. This attack does 40 damage to that Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.)
Aqua Jet
70
Flip a coin. If heads, this attack does 20 damage to 1 of your opponent's Benched Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.)
+30

Although Infernape appears as a surprise in the deck, Yamato only used it three times during the main tournament. He included Infernape as a tech against any metal decks he may come across with the card aimed squarely at combating Scizor and Steelix.

With Cursed Stone and Cessation Crystals adding further to the pain and damage this deck causes, you can see why it caught Ditto's attention. You can also see why Yamato and his deck deserve his and your attention. Yamato will be back next year and we expect that, once again, he will surprise his opponents with another well thought out and deadly deck of cards.



The second of Ditto's Hot picks is Steffen From's 'Flygon LM Deck', Steffen stuck with this deck throughout the 2006-2007 Season and won four City Championships, a Regional Championship and the Danish National Championships with it! Not only did Steffen do well with the deck, but four other players from Denmark played it at Worlds too. Of the five Danish Flygon LM decks at Worlds 2007, four made it to the top 16 and Steffen took it all the way to the finals where he was eventually beaten two games to one by Tom Roos.

Steffen altered the deck as the modified format changed and cards were added to the mix as new sets came out. So, by Worlds 2007 it was honed to near perfection.

Looking at Steffen's deck in detail you may wonder why he runs a 2-2 line on Magcargo and Nidoqueen? Well, as he puts it, "The reason to run two of each is this: Magcargo grabs whatever you need. That, together with TV Reporter and the Holon Engine, is indispensable for the deck to run perfectly. The Nidoqueen is great for grabbing the Pokémon you require when you need them and it is also a great attacker – especially against 'Safeguard' Pokémon. Often the Magcargo searches the deck for the Rare Candy and the Nidoqueen searches it for the Flygon EX ready for the next Boost Energy.

As for the rest of the deck well Steffen told us that, "The Holon Draw Engine and TV Reporter are enough to discard the necessary energy for Flygon EX to get up and running: remember I want to be able to use its 'Emerge Charge' Poké-Power, the Plus Powers replaced the earlier pick of Strength Charm, they are in the deck to help knock out Rayqazza EX and Latios EX, you normally attach it to a Nidoqueen."

Finally the Giant Stump is there to remove damaged Flygon EX's from harm's way and the React Energies are important against Banette/Houndoom playing Crystal Beach, and also against Pokémon with 120 – 130 EX Holon Phantoms; so that Flygon EX can still one hit knock out those too.

So there they are – the two most talked about decks from Worlds 2007 and that is it from Worlds for another year. In 2008 the Pokémon Trading Card World Championships return to Florida and we will of course be there again to bring you the low down on the hot decks and maybe 2008 will finally see a player from the UK lifting the World Champions trophy in one of the age divisions?

If you want the chance to play at Worlds next year you need to make sure you check out our places to play page coming up next. Also, get in some practice and build yourself a World Championship winning deck, all the leagues and tournaments are places to find like minded players to help you in your quest to be the best.

Don't forget that there are prizes to be won for players at all ages and all skill levels – the leagues and local tournaments are a great place to start. We will be bringing you news of more UK events as and when they happen and we look forward to meeting you at a tournament near you soon.

Steffen From's Flygon LM Deck

Pokémon (22)

4 x Trapinch (EX Holon Phantoms)
2 x Vibrava (EX Holon Phantoms)
3 x Flygon ex (EX Legend Maker)
2 x Nidoran (f) (EX Dragon Frontiers)
2 x Nidoqueen (EX Dragon Frontiers)
2 x Slugma (EX Deoxys)
2 x Magcargo (EX Deoxys) [smooth over]
4 x Holon's Castform (EX Holon Phantoms)
1 x Holon's Magnemite (EX Delta Species)

Trainers (27)

4 x Holon Transceiver
2 x Holon Mentor
1 x Holon Scientist
1 x Holon Adventurer
1 x Holon Farmer
1 x Holon Researcher
3 x TV Reporter
4 x Rare Candy
2 x Plus Power
2 x Giant Stump
3 x Windstorm
2 x Warp Point
1 x Switch

Energy (11)

4 x Boost Energy
3 x Rainbow Energy
3 x React Energy
1 x Lightning Energy

Diamond and Pearl III Expansion Pack announced

Just as we were about to go to press, news of the next expansion for the Pokémon Trading Card Game – Diamond and Pearl III Secret Wonders, was announced.

The set is due to be released on 7 November in the US, right around the time when Diamond and Pearl II Mysterious Treasures is due for official release in the UK. The new expansion will feature more than 130 cards, including brand-new Pokémon for players to collect for the very first time. In 'Secret Wonders', players travel deeper into the Sinnoh region, where they will discover more exciting Pokémon. Pokémon with different versions, each with distinct characteristics – there will be more Pokémon with items attached that continue to give awesome advantages, more of the useful Unkown that work so well as a group, and additional Pokémon LV.X. It certainly looks like 'Secret Wonders' will be a secret worth uncovering!

Selfridges Battle Royal

Despite the current hiatus in Pokémon Organised Play, Pokémon Professors Ben Ward and Ian Fotheringham, working together with D&A Games and the Games Alliance, are planning what promises to be the biggest and best Pokémon Trading Card Tournament of the new 2007-2008 season.

Taking place on 24 November at The Selfridge Hotel, Orchard Street, London, W1H 6JS the venue is right next to Selfridges London store and is just off London's famous Oxford Street. It promises to be a fantastic venue and expect to see Pokémon Trading Card Game players from across the UK and Europe descending on our capital to take part in the Selfridges Battle Royal! Prizes will include booster packs, promos, promo packs and the famous Pokémon figure lucky dip!

Cost will be £6 and we will give you more details as we get them, this is one tournament not to miss and promises to be a great event.

Other games will be there too, including the Yu-Gi-Oh!, Magic the Gathering and the HeroClix Collectable Figure Game. We will be there to report on the fun and games, who won and what decks they were playing. In the meantime, we suggest you get some practice in and prepare for Battle Royal at Selfridges in November!

Where to play the Pokémon TCG...

Battlenet
When: Tuesdays, 7pm
Location: Battlenet, 2A Queens Road, Norwich, Norfolk
Organiser: Martin Banham
Tel: 07817 980987
Email: TheGameHHH6661@aol.com

Crawley Pokémon League
When: Mondays, 6pm
Location: St Edward the Confessor Social Club, Hillcrest Close, Pound Hill, Crawley, RH10 7EQ
Organiser: Ian Fotheringham
Tel: 07941 411599
Email: nopoke59@hotmail.com

Gamers Guild
When: Tuesdays, 7pm and third Sundays
Location: The Rainham & Wigmore Community Centre, Granary Close (off Station Road), Rainham, Kent, ME8 7SG
Organiser: Ben Ward
Tel: 07949 359750
Email: benward@gamersguild.co.uk
Web: www.gamersguild.co.uk

London League
When: Most Saturdays (ring or email to check)
Location: Cafe Ninou, Seven Sisters Road, Holloway, London, N7
Organiser: John Hawkins
Tel: 07989 979991
Email: jackhawkins@excite.com

Scotland's Pokemon League
When: Sundays, 1pm
Location: United Reformed Church, 1 Beechwood Road, Cumbernauld, Stirlingshire, G67 2NW
Tel: 07745539753

Mitcham Pokemon League
When: Tuesday, 6pm
Location: McDonald's, Holborn Way, Mitcham, Near Croydon
Organiser: Dennis Hopgood
Tel: 07956 802779
Email: DENHOP17@aol.com

Exeter Pokemon League
When: Wednesday, 4pm
Location: Clifton Road Games, 16 Clifton Road, Exeter, EX1 2BR
Organiser: Steven Crane
Tel: 01392 259988
Email: www.cliftonroadgames.co.uk

Future Stars Pokemon League
When: Sundays, 2pm
Location: The Collection Point, 40 Brynna Road, Port Talbot, West Glamorgan, SA12 9LL

Piglet's Pokemon Club
Location: The Games Shop – Aldershot, 6 Wellington Street, Aldershot, Hampshire, GU11 1DZ
Tel: 07795 263428

Blackpool Pokemon League
When: Wednesday, 6pm
Location: Twisted/Zombies Ate My Wookiee, 39 Market Street, Blackpool, Lancashire, FY1 1EX
Tel: 01253 297097

Crewe Pokemon League
When: Second Saturday of the month
Location: The Crewe Open Market
Organiser: Tom Snook
Tel: 07748 801973
Email: thomas.snook@btinternet.com
Web: www.131games.co.uk

Manchester Pokemon League
When: Saturday, 10am
Location: Fanboy3, 17 Newton Street, Manchester, M1 1FZ
Tel: 0161 2477735
Web: www.take2theweb.com/pub/fb3/a.html

Bournemouth Pokémon League
When: Varies – check website for details
Location: Durley Hall Hotel, Durley Chine Road, Bournemouth
Organiser: Russell Murray
Tel: 07879 073525
Web: www.ukcardsandgames.co.uk

Southampton Pokémon League
When: Phone to confirm
Location: Rock Bottom Toy Store, Bargate Shopping Centre, York Buildings Southampton, SO14 1HF
Organiser: Tim
Tel: 02380 633947

Tournaments and Pre-releases at these websites...
http://op.pokemon-tcg.com/tournaments/locator/

www.theplaceforgames.com/pokemon/index.asp

THE EYE OF JUDGMENT™

THE ULTIMATE STRATEGIC VIDEO GAME THAT PUTS YOU IN CONTROL, NOT THE COMPUTER, WHERE YOUR CARDS REALLY COME TO LIFE ON THE SCREEN!

RELEASED OCTOBER 2007

THE EYE OF JUDGMENT ™ © 2007 Sony Computer Entertainment Inc.
and "PLAYSTATION" are registered trademarks of Sony Computer Entertainment Inc.
"TV, Playstation" not included"

PLAYSTATION 3

www.eyeofjudgment.com

monster of the month

Carnivine

Evolution: None

455

Type: Grass **Height:** 4'07" **Weight:** 59.5lbs

Special Abilities: Levitate

Description: A great Pokémon for Halloween, this one – it attracts its prey with its sweet-smelling saliva, then chomps down on them with those razor-sharp teeth! It takes a whole day to eat its prey, though, choosing to savour each bite! It can hang from branches of trees by its tentacles and looks like another plant, except it's waiting with its mouth wide open for the next meal!

The start of the Christmas buying season is upon us! Check out our exclusive Christmas videogames and toys DVD in the shops on 8 November!

Write to us at...
Pokémon World
Richmond House
33 Richmond Hill
Bournemouth
Dorset
BH2 6EZ

Email us at...
pokemonworld@imagine-publishing.co.uk

Subscribe to us at...
www.pokemon-world.co.uk

Publisher...
Nick Roberts

Sub Editor...
Sarah Slee

Contributors...
Ben Ward and the Pokémon World readers!

Printed by...
William Gibbons
26 Planetary Road
Willenhall
West Midlands
WV13 3XT

Distributed by...
Seymour Ltd
2 East Poultry Avenue
London
EC1A 9PT
Tel: 0207 429 4000

Pokémon World is fully independent and is in no way an official Nintendo-licensed publication. The views expressed within are not necessarily the opinions of Nintendo, its software partners or third-party software publishers.

All copyrights and trademarks are recognised.

No part of this magazine may be reproduced without the written permission of the publisher.

Nintendo and Game Boy are registered trademarks of Nintendo of America.

Pokémon is ©1995-2007 Nintendo/ Creatures Inc/ GAME FREAK Inc.

Crispy Chicken Publishing holds no responsibility for purchases made from companies advertising in this magazine.

CRISPY CHICKEN PUBLISHING

© Crispy Chicken Publishing 2007

Crispy Chicken Publishing is a trading name of Imagine Publishing Ltd

Cover image ©2007 Pokémon ©1995-2007 Nintendo/ Creatures Inc/ GAME FREAK Inc

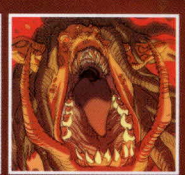
Cover art © 2007 Giovanni Rigano
Colour by Paolo Lamanna

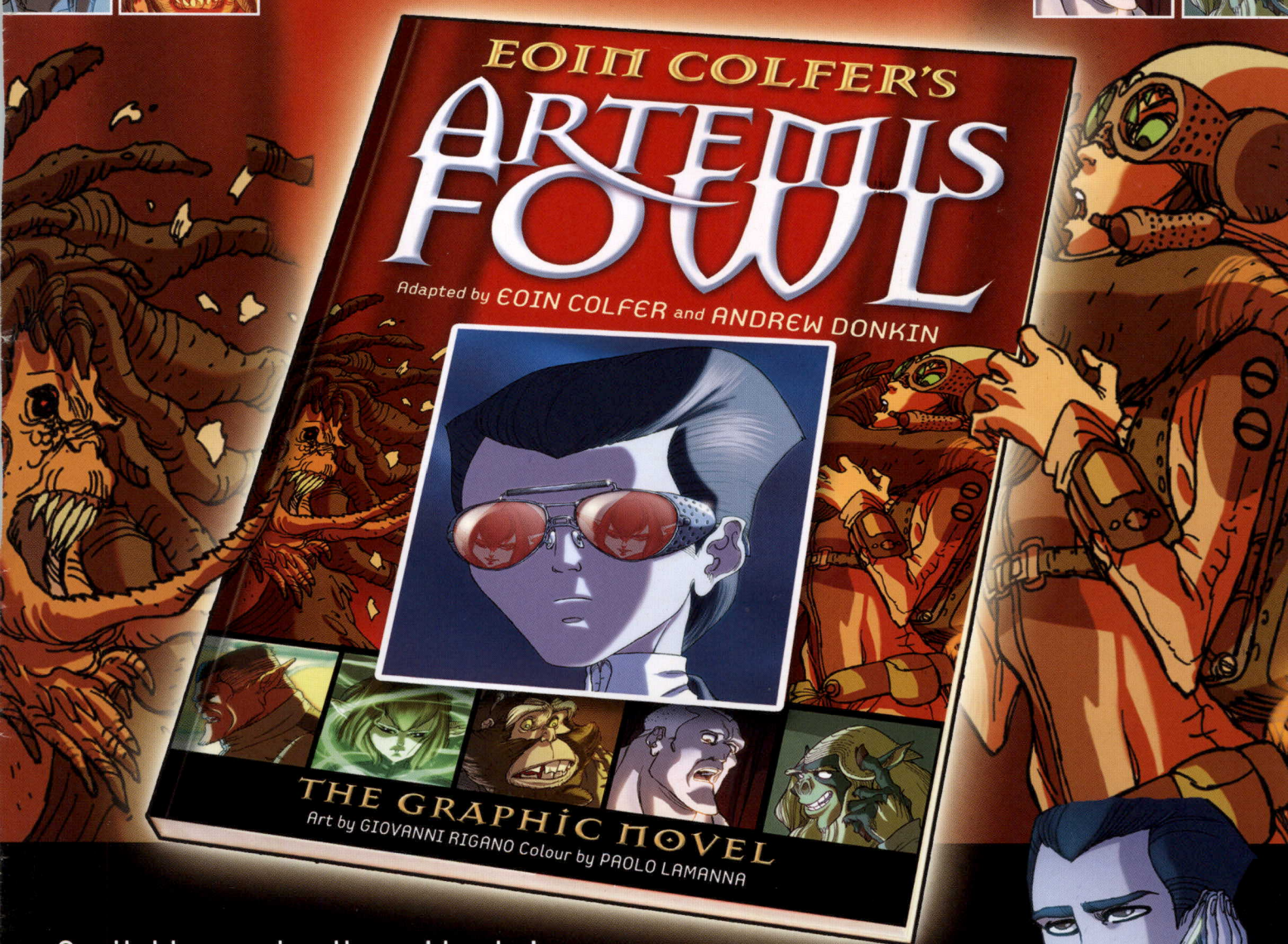
See criminal genius Artemis Fowl conniving in colour for the very first time!

EOIN COLFER'S ARTEMIS FOWL

THE GRAPHIC NOVEL

Adapted by EOIN COLFER and ANDREW DONKIN




EOIN COLFER'S
ARTEMIS FOWL
Adapted by EOIN COLFER and ANDREW DONKIN
THE GRAPHIC NOVEL
Art by GIOVANNI RIGANO Colour by PAOLO LAMANNA

Available now in all good bookshops.

Enter the wicked world of Artemis Fowl at artemisfowl.co.uk

SING & PLAY GUITAR

JAM SESSIONS™

TURN YOUR NINTENDO DS™ INTO A GUITAR.

Play your favourite tunes, record and compose anywhere, anytime.

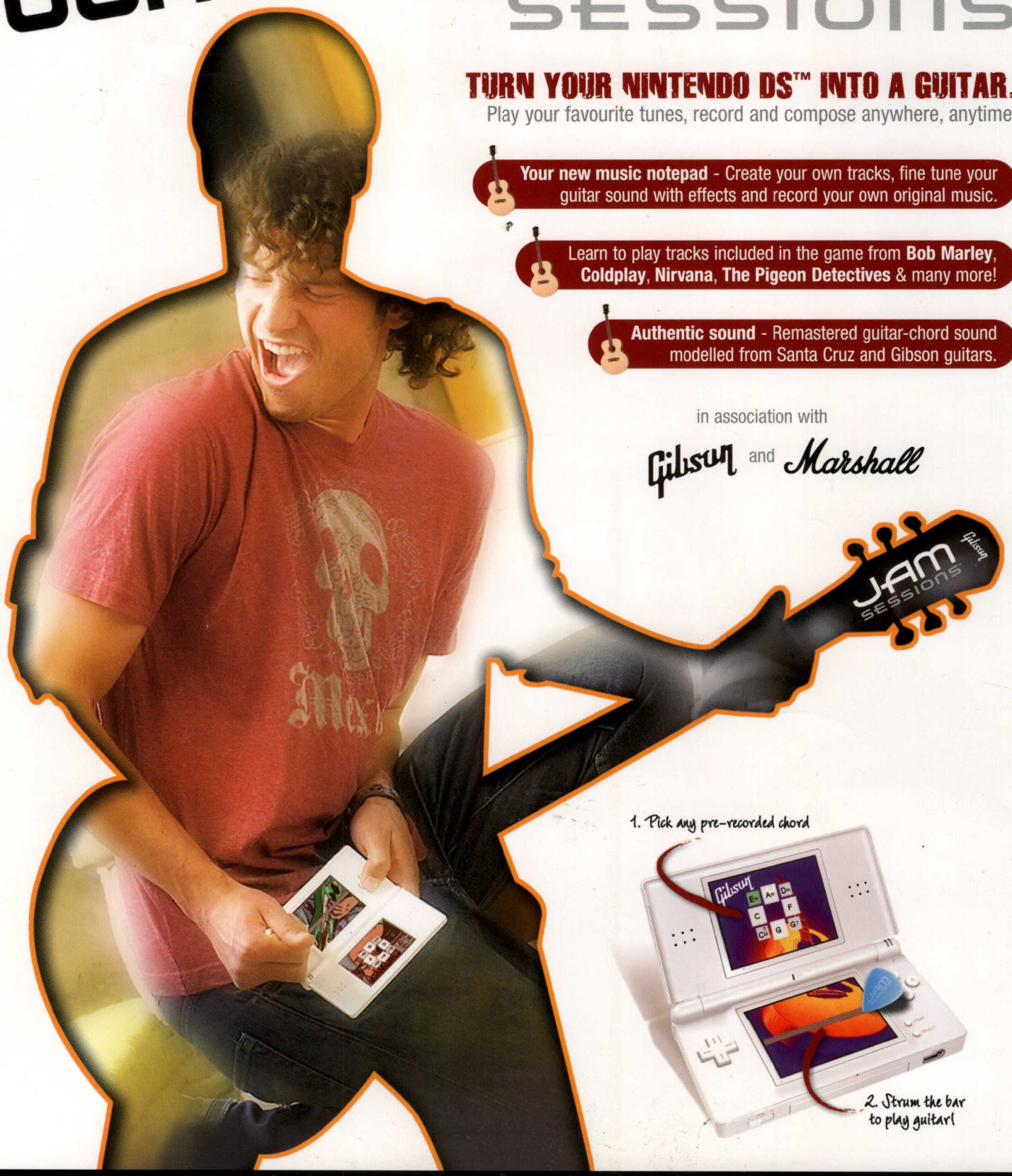
Your new music notepad - Create your own tracks, fine tune your guitar sound with effects and record your own original music.

Learn to play tracks included in the game from **Bob Marley**, **Coldplay**, **Nirvana**, **The Pigeon Detectives** & many more!

Authentic sound - Remastered guitar-chord sound modelled from Santa Cruz and Gibson guitars.

in association with

Gibson and Marshall



1. Pick any pre-recorded chord

2. Strum the bar to play guitar!

OUT NOW only on NINTENDO DS™

Discover more about your new pocket guitar at **myspace.com/jamsessionsds**

3+ www.pegi.info

ask about games .com

© 2007 Plato. All Rights Reserved. Published and distributed by Ubisoft Entertainment under license from Plato. Video game based on "Sing & Play DS Guitar M-06," which is a trademark of Plato. Jam Sessions, Ubisoft, Ubi.com, and the Ubisoft logo are trademarks of Ubisoft Entertainment in the U.S. and/or other countries. Nintendo DS is a trademark of Nintendo.

UBISOFT